

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TGeoOverlap	
kGeoOverlap	fMatrix1
kGeoExtrusion	fMatrix2
fOverlap	fMarker
fVolume1	fgIsA
fVolume2	
@~TGeoOverlap	Print
TGeoOverlap	PrintInfo
TGeoOverlap	Sizeof3D
Browse	SetIsExtrusion
Compare	SetIsOverlap
DistancetoPrimitive	SetNextPoint
Draw	SetFirstVolume
ExecuteEvent	SetSecondVolume
GetPolyMarker	SetFirstMatrix
GetFirstVolume	SetSecondMatrix
GetSecondVolume	SetOverlap
GetFirstMatrix	Class
GetSecondMatrix	Class_Name
GetOverlap	IsA
IsExtrusion	ShowMembers
IsOverlap	Streamer
IsFolder	StreamerNVirtual
IsSortable	
Paint	

TAttLine	
fLineColor	fgIsA
fLineStyle	
fLineWidth	
@~TAttLine	SetLineAttributes
TAttLine	SetLineColor
TAttLine	SetLineStyle
Copy	SetLineWidth
DistancetoLine	Class
GetLineColor	Class_Name
GetLineStyle	IsA
GetLineWidth	ShowMembers
Modify	Streamer
ResetAttLine	StreamerNVirtual
SaveLineAttributes	

TAttFill	
fFillColor	fgIsA
fFillStyle	
@~TAttFill	SetFillAttributes
TAttFill	SetFillColor
TAttFill	SetFillStyle
Copy	Class
GetFillColor	Class_Name
GetFillStyle	IsA
IsTransparent	ShowMembers
Modify	Streamer
ResetAttFill	StreamerNVirtual
SaveFillAttributes	

TAtt3D	
fgIsA	
@~TAtt3D	IsA
TAtt3D	ShowMembers
Sizeof3D	Streamer
Class	StreamerNVirtual