

TObject		
fUniqueId	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStack	kNoContext	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanUp	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@-TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@
DoError	GetTitle	operator delete
TObject	HandleTime	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
Distanceto	Primitive	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRead	kDtorOnly
Execute	SavePrimitive	kDtorOnly
ExecuteEvent	SetDrawOptions	kObjectStat
FindObject	SetUniqueId	kSetObjectStat
FindObject	UseCurrentStyles	
GetDrawOptions	Write	Class_Name
GetUniqueId	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@	[@]

TNamed	
fName	
fTitle	
fgIsA	
@-TNamed	
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	

TGeoManager									
fStep	fCldir	fNpdg	fIsSameLoca	fPainter	fOverlaps	fClippingSha	fLastPoint[3]		
fSafety	fCldirCheck	fEdgId[256]	fIsNullStep	fMatrices	fBits	fElementTab	fPaintVolume		
fLastSafety	fPoint	fSearchOver	fStreamVox	fShapes	fCurrentVold	fInhdArray	fHashVolumes		
fPhimin	fDirection	fCurrentOver	fClippingRea	fVolumes	fTopVolumeInt	fSize	fHashGVolumes		
fPhimax	fVisDensity	fLoopVolume	fPhiCut	fPhysicalNot	fCurrentNode	fDbISize	fgIsA		
fTmin	fExplodedVis	fStartSafe	fTimeCut	fGShapes	fTopNode	fOverlapSize			
fTmax	fVisOption	fIsEntering	fDrawExtra	fGVolumes	fLastNode	fOverlapMark			
fLevel	fVisLevel	fIsExiting	fMatrixTrans	fTracks	fNextNode	fIntBuffer			
fNNodes	fNsegments	fIsStepEnter	fMatrixRefle	fProgNames	fMasterVolume	fOverlapClusters			
fPath	fNtracks	fIsStepExitir	fActivity	fMaterials	fCurrentMatr	fNLevel			
fParticleName	fMaxVisNode	fIsOutside	fIsNodeSelect	fMedia	fGLMatrix	fNmany			
(Normal[3]	fCurrentTrack	fOnBound	fCache	fNodes	fUniqueVold	fNBuffer			
@-TGeoManager	GeomTrans	SetVisOptio	MakeBox	SearchNodes	StepEnter	GetNode	TopToMaster		
BuildCache	ClearAttribu	VisLeaves	MakeCone	Step	IsStepExitin	GetNodeId	FindDuplicateMaterial		
BuildIdArray	DefaultAngle	SaveAttribu	MakeCons	DisableInacti	fVolumes	GetNextNode	FindVolumeFast		
FindInCluste	DefaultColor	RestoreMas	MakeCone	EnableInacti	fVolumes	GetMother	GetMaterial		
GetTouched	GetClipping	SetMaxVis	MakeEltu	SetCurrentTra	fNullStep	GetMotherMat	GetMaterial		
IsLoopingV	GeomSegment	AnimateTrad	MakeGtra	SetCurrentTra	fActivityEn	SetMatrix	GetMedium		
Init	GetGeomPad	CheckGeom	MakePara	GetNtracks	SetOutside	GetCurrentMat	Medium		
SetLoopVold	GetPainter	CheckOverl	MakePcon	GetCurrentTra	UpdateCurre	GetPName	GetMaterialIndex		
SafetyOverla	GetBombMod	CheckPoint	MakeParabo	GetLastTrack	CleanGarbag	GetCurrentVold	Volume		
Voxelize	GetBombFaci	CurCurrent	MakeType	GetLastPoint	ClearShape	GetCurrentVold	Volume		
TGeoManager	GetMaxVis	DrawTracks	MakePgon	GetTrack	ClearTracks	GetCurrentPoid	UID		
TGeoManager	GetTminTmax	SetParticleName	MakeSphere	GetTrackInd	RemoveMat	GetCurrentDre	NNodes		
AddMaterial	GetTmax	GetParticleName	MakeTorus	GetTrackOff	ResetUserD	GetCurrentVold	Cache		
AddOverlap	GetPaintVold	DrawPath	MakeTrap	GetParentTra	GetNNodes	GetCldirChe	SetCache		
AddTransfo	GetVisDens	PrintOverlap	MakeTrd1	GetVirtualLe	False	GetCldir	SetAnimateTracks		
AddShape	GetVisLevel	RandomPoi	MakeTrd2	GotoSafeLe	ReplaceVold	GetNormal	SizeOf		
AddTrack	GetVisOptio	RandomRay	MakeTube	GetSafeLev	GetBits	GetLevel	SelectTrackingMedia		
AddVolume	IsInPhiRang	SamplePoi	MakeTubs	GetSafeDist	GetByteCou	GetPath	PushPath		
ClearOverlap	IsDrawingExt	Text	MakeXtru	GetStep	GetIntBuffer	GetStackLev	PopPath		
RegisterMatr	IsNodeSelect	TabOverlap	MakePhysical	IsNodeState	GetDbIBuffer	GetMasterVold	PopPath		
SortOverlaps	VisLeaves	Weight	ClearPhysical	IsNodeStat	SetIndex	GetTopVold	PushPoint		
Browse	ModifiedPad	Division	MakeTrack	IsChecking	GetTracks	GetTopNode	PopPoint		
SetVisibility	OptimizeVox	Matrix	MakeVolume	fMatrixDy	Report	GetPhysicalNode	PopPoint		
cd	SetClipping	Material	MakeVolume	fMatrixRefle	Streaming	GetCurrentPoid	Dummy		
CdNode	SetClipping	Material	SetTopVolume	IsSameLoca	GetListOfNo	GetCurrentPoid	Class		
CdDown	SetExploded	Volume	CrossBounda	PanelLocate	GetListOfNo	GetCurrentPoid	Class_Name		
CdUp	SetPhiRang	Medium	FindNextBo	IsSamePoi	GetListOfOve	GetCurrentDis	Action		
CdTop	SetNsegmer	Node	FindNextDat	IsStartSafe	GetListOfMat	GetCurrentDis	ShowMembers		
GetBranchNo	GetBombFaci	Node	FindNextBo	SetPhysic	GetBits	GetCldirChe	Stack		
GetBranchNo	GetBombVold	Volume	FindNode	SetStartSafe	GetListOfMed	LocalToMas	Streamer		
GetBranchNo	GetTopVisib	Volume	FindNode	SetMatrixTra	GetListOfVold	LocalToMasterVect			
GetNmany	SetTminTmax	SetVolume	FindNormal	SetMatrixRefle	GetListOfVold	LocalToMasterBomb			
GetPdgName	SetDrawExtra	PadDefault	Material	SetStep	GetListOfSh	MasterToLocal			
SetPdgName	SetNodeSelect	GeomUnit	Track	IsCurrentOver	GetPoid	MasterToLocalVect			
IsFolder	SetVisDensity	Closed	InitTrack	IsEntering	GetListOfTr	MasterToLocalBomb			
BombTrans	SetVisLevel	MakeArb8	Safety	IsExiting	GetElementTab	MasterToTop			