

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@[@]	

TGeoPatternFinder

fStep
fStart
fEnd
fCurrent
fNdivisions
fDivIndex
fMatrix
fVolume
fgIsA
@~TGeoPatternFinder
TGeoPatternFinder
TGeoPatternFinder
cd
GetByteCount
GetCurrent
GetDivIndex
GetMatrix
GetNdiv
GetNodeOffset
GetStart
GetStep
GetEnd
GetVolume
FindNode
SetDivIndex
SetVolume
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGeoPatternZ

fgIsA
@~TGeoPatternZ
TGeoPatternZ
TGeoPatternZ
TGeoPatternZ
cd
FindNode
SavePrimitive
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual