

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	Paint	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
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TGeoVolume		
fNodes	fNumber	kVoxelsXYZ
fShape	fNtotal	kVoxelsCyl
fMedium	kVolumeReplicated	kVolumeClone
fFinder	kVolumeSelected	kVolumeAdded
fVoxels	kVolumeDiv	fgIsA
fVoxelManager	kVolumeOverlap	
fField	kVolumeImportNodes	
fOption	kVolumeMulti	
@~TGeoVolume	IsVisibleDaughter	Raytrace
TGeoVolume	IsAllInvisible	RemoveNode
TGeoVolume	IsRaytracing	SaveAs
cd	FindNode	SavePrimitive
Browse	FindOverlaps	SelectVolume
Capacity	FindMatrixOfDaughters	GetVolume
CheckShapes	GetCurrentNodeIndex	SetAdded
ClearNodes	GetNextNodeIndex	SetReplicated
ClearShape	GetNodes	SetCurrentPoint
CleanAll	GetNdaughters	SetCylVoxels
CloneVolume	GetNtotal	SetNodes
CloneNodesAndCopy	GetNodeCount	SetShape
CheckGeometry	GetGeoManager	SetTransparency
CheckOverlaps	GetMaterial	SetField
CountNodes	GetMedium	SetOption
Contains	GetField	SetVisibility
IsAssembly	GetFinder	SetLineColor
IsFolder	GetVoxels	SetLineStyle
IsRunTime	GetIconName	SetLineWidth
IsVolumeMulti	GetIndex	SetInvisible
AddNode	GetNode	SetMedium
AddNodeOffset	GetNode	SetVoxelFinder
AddNodeOverlap	GetNodeIndex	SetFinder
Divide	GetNumber	SetNumber
DistancetoPrimitive	GetObjectInfo	SetNtotal
Draw	GetOptimalVoxels	SortNodes
DrawOnly	GetOption	UnmarkSaved
LegoPlot	GetPointerName	Valid
Paint	GetTransparency	VisibleDaughters
PrintNodes	GetShape	InvisibleAll
PrintVoxels	GrabFocus	Voxelize
ExecuteEvent	Gsord	Weight
IsAdded	IsStyleDefault	WeightA
IsReplicated	InspectMaterial	Class
IsSelected	InspectShape	Class_Name
IsCylVoxels	MakeCopyVolume	IsA
IsXYZVoxels	MakeCopyNodes	ShowMembers
IsTopVolume	OptimizeVoxels	Streamer
IsValid	RandomPoints	StreamerNVirtual
IsVisible	RandomRays	

TGeoVolumeAssembly
fCurrent
fNext
fgIsA
@~TGeoVolumeAssembly
TGeoVolumeAssembly
TGeoVolumeAssembly
AddNode
AddNodeOverlap
CloneVolume
Divide
DrawOnly
GetCurrentNodeIndex
GetNextNodeIndex
IsAssembly
IsVisible
MakeAssemblyFromVolume
SetCurrentNodeIndex
SetNextNodeIndex
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGeoAtt		
kBitMask	kVisTouched	kUseVoxels
kVisOverride	kVisOnScreen	kUseGsord
kVisNone	kActOverride	kSavePrimitiveAtt
kVisThis	kActNone	kSaveNodesAtt
kVisDaughters	kActThis	fGeoAtt
kVisOneLevel	kActDaughters	fgIsA
kVisStreamed	kUseBoundingBox	