

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@[@]	

TGeoCacheState

fCapacity
 fLevel
 fNmany
 fStart
 fldBranch[30]
 fPoint
 fOverlapping
 fBranch
 fMatrices
 fgIsA

@~TGeoCacheState
 TGeoCacheState
 operator=
 TGeoCacheState
 TGeoCacheState
 SetState
 GetState
 Class
 Class_Name
 IsA
 ShowMembers

TGeoCacheStateDummy

fNodeBranch
 fMatrixBranch
 fMatPtr
 fgIsA

@~TGeoCacheStateDummy
 TGeoCacheStateDummy
 operator=
 TGeoCacheStateDummy
 TGeoCacheStateDummy
 SetState
 GetState
 Class
 Class_Name
 IsA
 ShowMembers