

TObject		
fUniqueId	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPickSingleKey	
fgObjectStack	kNoContextMenu	write
kCanDelete	kInvalidObject	writeDelete
kMustCleanUp	isOnHeap	fgIsA
kObjInCanvas	NotDeleted	
@-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
DistanceToPrimitive	Error	
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRead	DtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOptions	SetObjectStat
FindObject	SetUniqueId	SetObjectStat
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									
fgLock	fNormal[3]	fCurrentTrack	IsOnBoundary	fCache	fNodes	fUniqueId	fVolumeBuffer		
fStep	fCldir	fNpdg	fIsSameLocal	fPainter	fOverlaps	fClippingShape	fPaintPoint[3]		
fSafety	fCldirCheck	fEdgId[256]	fIsNullStep	fMatrices	fBits	fElementTable	fPaintVolume		
fLastSafety	fPoint	fSearchOver	fStreamVoxels	fShapes	fCurrentVolume	fInlinedArray	fHashVolumes		
fPhimin	fDirection	fCurrentVolume	fClippingReal	fVolumes	fTopVolume	fIntSize	fHashGVolumes		
fPhimax	fVisDensity	fLoopVolume	fPhiCut	fPhysicalNode	fCurrentNode	fDbSize	fHashPN		
fTmin	fExplodedView	fStartSafe	fTimeCut	fGShapes	fTopNode	fOverlapSize	fgIsA		
fTmax	fVisOption	fIsEntering	fDrawExtra	fGVolumes	fLastNode	fOverlapMark			
fLevel	fVisLevel	fIsExiting	fMatrixTransf	fTracks	fNextNode	fIntBuffer			
fNNodes	fNsegments	fIsStepEnter	fMatrixReflect	fNodeNames	fMasterVolume	fOverlapClusters			
fPath	fNtracks	fIsStepExit	fActivity	fMaterials	fCurrentMat	fNLevel			
fParticleName	fMaxVisNodes	fIsOutside	fIsNodeSelected	fMatr	fGLMatrix	fNmany			
@-TGeoManager	SetVisLevel	MakeBox	FindNormal	SetStep	GetListOfMaterials	ToMaster			
TGeoManager	BombTrans	SetVisOption	MakeCone	FindNormal	fCurrentVolume	GetListOfMaterials	ToMasterVect		
operator=	UnbombTrans	SetVisOption	MakeCons	InitTrack	IsEntering	GetListOfVolumes	ToMasterBomb		
BuildCache	ClearAttribute	SaveAttribute	MakeCtub	InitTrack	IsExiting	GetListOfMaterials	ToLocal		
BuildIdArray	DefaultAngle	RestoreMasterVolume	MakeElme	Safety	IsStepEnter	GetListOfShapes	ToLocalVect		
FindInCluster	DefaultColor	SetMaxVisNodes	MakeGtra	SearchNodes	StepExiting	GetListOfMaterials	ToLocalBomb		
GetTouched	GetClippingShape	MakeTrack	MakePara	Step	IsOutside	GetListOfMaterials	ToTop		
IsLoopingVolume	GetNsegments	CheckGeom	MakePcon	DisableInact	IsVolumeCopy	ElementTable	ToMaster		
Init	GetGeomPainter	CheckOverlap	MakeParab	DisableInact	fNSteps	GetNode	FindDuplicateMaterial		
SetLoopVolume	GetPainter	CheckPoint	MakeHype	SetCurrentTrack	fActivityEnabled	SetNode	FindVolumeFast		
SafetyOverride	GetBombColor	DrawTracks	MakePgon	SetCurrentTrack	IsOutside	SetNextNode	GetMaterial		
Voxelize	GetBombColor	DrawTracks	MakeSphere	GetNTracks	UpdateCurrent	GetNTrack	GetMaterial		
TGeoManager	GetMaxVisNodes	SetParticleName	MakeTorus	GetCurrentTrack	CleanGarbage	GetMotherCell	GetMedium		
TGeoManager	GetTminTmax	GetParticleName	MakeTrap	GetLastTrack	ClearShape	GetHMatrix	GetMedium		
AddMaterial	GetTmax	DrawPath	MakeTrd1	GetLastPoint	ClearTracks	GetCurrentMaterial	MaterialIndex		
AddOverlap	GetPaintVolume	PrintOverlap	MakeTrd2	GetTrack	RemoveMaterial	GetGLMatrix	GetVolume		
AddTransform	GetVisDensity	RandomPoint	MakeTube	GetTrackIndex	ResetUserData	GetCurrentTrack	GetVolume		
AddShape	GetVisLevel	RandomRay	MakeTubs	GetTrackOffset	CountNodes	GetCurrentTrack	GetID		
AddTrack	GetVisOption	SamplePoint	MakeXtru	GetParentTrack	ForEachElement	GetCurrentTrack	GetNNodes		
AddVolume	IsInPhiRange	Test	SetAlignable	GetVirtualize	Parse	GetCurrentTrack	GetTime		
ClearOverlap	IsDrawingExtra	TestOverlap	SetAlignable	GetSafeLevel	ReplaceVolume	GetCurrentTrack	GetCache		
RegisterMaterial	NodeSelected	Highlight	SetAlignable	GetSafeLevel	TransformVolume	GetColor	UseBulk	ImitateTracks	
SortOverlaps	VisLeaves	Division	GetNAlignable	GetSafeDistance	GetBits	GetCldir	SizeOf		
Browse	ModifiedPadMatrix		MakeAlignable	GetRep	GetByteCount	GetNormal	SelectTrackingMedia		
SetVisibility	OptimizeVolume	Material	MakeAlignable	GetPctState	GetIntBuffer	GetLevel	PushPath		
cd	SetClipping	Mixture	MakePhysicalNode	MakeHeating	GetCache	GetPath	PopPath		
CdNode	SetClippingShape	MakePure	ClearPhysicalNode	MakeIndex	GetCache	GetStackLevel	PopPath		
CdDown	SetExplodedView	Medium	MakeTrack	IsMatrixTransf	Export	GetMasterVolume	PushPoint		
CdUp	SetPhiRange	Node	MakeVolume	fMatrixReflect	GetGeom	GetTopVolume	PopPoint		
CdTop	SetNsegment	Node	MakeVolume	MakeLocal	UnlockGeom	GetTopNode	PopPoint		
GetBranchSet	GetBombFactor	IsSame	SetTopVolume	IsSameLocal	Import	GetPhysicalNode	Dummy		
GetBranchSet	GetPaintVolume	Volume	CrossBoundaries	ArePointsLocked	SetCurrentPClass				
GetBranchSet	GetTopVisibleVolume	ArePointsLocked	IsSafe	IsStreaming	GetCurrentPClass	Class_Name			
GetNmany	SetTminTmax	BuildDefaultMaterialData	GetGrinding	GetListofNodes	GetLastPointsA				
GetPdgName	GetDrawExtra	ParseGeom	FindNextBound	GetStrAB	GetListofNodes	GetCalculatedMembers			
SetPdgName	SetNodeSelected	Cabled	FindNode	SetMatrixTransf	GetListofOverlaps	GetCurrentDirection			
IsFolder	SetVisDensity	MakeArb8	FindNode	SetMatrixReflect	GetListofMaterials	IsAirChecked			