

Object		
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
DistancetoPrimitives		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

TGeoNode
fVolume
fMother
fNumber
fNovlp
fOverlaps
kGeoNodeMatrix
@~TGeoNode
operator=
Browse
cd
CheckOverlaps
CheckShapes
DistancetoPrimitives
Draw
DrawOnly
DrawOverlaps
ExecuteEvent
FillIdArray
FindNode
GetByteCount
GetDaughter
GetMatrix
GetColour
GetIndex
GetFinder
GetMedium
GetMotherVolume
GetNdaughters
GetNodes
GetNumber
GetOverlaps
GetVolume
GetObjectInfo
GetOptimalVoxels
InspectNode
IsFolder
IsOffset
IsOnScreen
IsOverlapping
IsVirtual
IsVisible
IsVisDaughters
IsVisOverlap
MakeCopyNode
Safety
SaveAttributes
SetCurrentPoint
SetVolume
SetNumber
SetOverlapping
SetVirtual
SetVisibility
SetInvisible
SetAllInvisible
SetMotherVolume
SetOverlaps
MasterToLocal
MasterToLocalVect
LocalToMaster
LocalToMasterVect
Is
Paint
PrintCandidates
PrintOverlaps
VisibleDaughters
Class
Class_Name
IsA
ShowMembers
IsActive
IsActiveDaughters
IsVisRaytrace
IsVisible
IsVisDaughters
IsVisBranch
IsVisContainers
IsVisLeaves

TGeoNodeMatrix
fMatrix
fgIsA
@~TGeoNodeMatrix
TGeoNodeMatrix
operator=
TGeoNodeMatrix
TGeoNodeMatrix
GetByteCount
GetOptimalVoxels
IsFolder
GetMatrix
MakeCopyNode
SetMatrix
Class
Class_Name
IsA
ShowMembers

TGeoAtt
kBitMask
kVisOverride
kVisNone
kVisThis
kVisDaughters
kVisOneLevel
kVisStreamed
kVisTouched
kVisOnScreen
kVisContainers
kVisOnly
kVisBranch
kVisRaytrace
kActOverride
kActNone
kActThis
kActDaughters
kUseBoundingBox
kUseVoxels
kUseGsord
kSavePrimitiveAtt
kSaveNodesAtt
fGeoAtt
fgIsA
@~TGeoAtt
TGeoAtt
TGeoAtt
SetAttBit
SetAttBit
ResetAttBit
TestAttBit
SetVisRaytrace