

**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  
operator=  
TGeoPatternFinder  
TGeoPatternFinder  
cd  
GetByteCount  
GetCurrent  
GetDivIndex  
GetDivAxis  
GetMatrix  
GetNdiv  
GetNodeOffset  
GetStart  
GetStep  
GetEnd  
GetVolume  
FindNode  
SetDivIndex  
SetVolume  
Class  
Class\_Name  
IsA  
ShowMembers

**TGeoPatternCylIR**

fgIsA

  

@~TGeoPatternCylIR  
TGeoPatternCylIR  
TGeoPatternCylIR  
TGeoPatternCylIR  
TGeoPatternCylIR  
cd  
FindNode  
GetDivAxis  
SavePrimitive  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer