

| 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           |
| fIdBranch[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           |