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
DistancetoPrim	Primitive	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	
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

TGeoManager

fgLock	fNormal[3]	fCurrentTrack	fIsOnBoundary	fCache	fNodes	fUniqueVolumes	fDblBuffer
fStep	fCldir	fNpdg	fIsSameLocation	fPainter	fOverlaps	fClippingShapes	fLastPoint[3]
fSafety	fCldirChecked	fEdgId[256]	fIsNullStep	fMatrices	fBits	fElementTable	fPaintVolume
fLastSafety	fPoint	fSearchOverlaps	fIsStepVoxel	fShapes	fCurrentVolume	fNodeIdArray	fHashVolumes
fPhimin	fDirection	fCurrentOverlap	fIsStepping	fVolumes	fTopVolume	fIntSize	fHashGVolumes
fPhimax	fVisDensity	fLoopVolumes	fIsReadOnly	fPhiCut	fPhysicalNodes	fCurrentNode	fDblSize	fHashPNE
fTmin	fExplodedView	fStartSafe	fTimeCut	fGShapes	fTopNode	fOverlapSize	fgIsA
fTmax	fVisOption	fIsEntering	fDrawExtra	fGVolumes	fLastNode	fOverlapMark
fLevel	fVisLevel	fIsExiting	fMatrixTransform	fTracks	fNextNode	fIntBuffer
fNNodes	fNsegments	fIsStepEntering	fMatrixReflection	fPdgNames	fMasterVolume	fOverlapClusters
fPath	fNtracks	fIsStepExiting	fActivity	fMaterials	fCurrentMatrix	fNLevel
fParticleNames	fMaxVisNodes	fIsOutside	fIsNodeSelection	fMedia	fGLMatrix	fNmany

@~TGeoManager	Edit	SetVisLevel	MakeBox	FindNormal	SetStep	GetListOfMaterials	LocalToMaster
TGeoManager	BombTransient	SetVisOption	MakeCone	FindNormalFast	FastCurrentOverlaps	GetListOfMedia	LocalToMasterVect
operator=	UnbombTransient	VisLeaves	MakeCons	InitTrack	IsEntering	GetListOfVolumes	LocalToMasterBomb
BuildCache	ClearAttributes	SaveAttributes	MakeCtub	InitTrack	IsExiting	GetListOfGVolumes	MasterToLocal
BuildIdArray	DefaultAngles	RestoreMasterVolume	MakeEltu	Safety	IsStepEntering	GetListOfShapes	MasterToLocalVect
FindInCluster	DefaultColors	SetMaxVisNodes	MakeGtra	SearchNode	IsStepExiting	GetListOfUVolumes	MasterToLocalBomb
GetTouchedStack	GetClipping	SimplifyTracks	MakePara	Step	IsOutside	GetListOfTracks	MasterToTop
IsLoopingVoxel	GetNsegments	CheckGeometry	MakePcon	DisableInactiveVolumes	IsOnBoundary	GetElementTable	TopToMaster
Init	GetGeomPainter	CheckOverlaps	MakeParaboloid	EnableInactiveVolumes	NextVolume	GetNode	FindDuplicateMaterial
SetLoopVoxel	GetPainter	CheckPoint	MakeHype	SetCurrentTrack	ActivityEnabled	GetNodeId	FindVolumeFast
SafetyOverlap	GetBombMode	DrawCurrentPoint	MakePgon	SetCurrentTrack	SetOutside	GetNextNode	GetMaterial
Voxelize	GetBombFactor	DrawTracks	MakeSphere	GetNtracks	UpdateCurrentMatrix	GetMotherVolume	GetMaterial
TGeoManager	GetMaxVisNodes	SetParticleName	MakeTorus	GetCurrentTrack	CleanGarbage	GetMotherMedium	GetMedium
TGeoManager	GetTminTmax	GetParticleName	MakeTrap	GetLastTrack	ClearShape	GetHMatrix	GetMedium
AddMaterial	GetTmax	DrawPath	MakeTrd1	GetLastPoint	ClearTracks	GetCurrentMatrix	GetMaterialIndex
AddOverlap	GetPaintVolume	PrintOverlaps	MakeTrd2	GetTrack	RemoveMaterial	GetGLMatrix	GetVolume
AddTransformation	GetVisDensity	RandomPoints	MakeTube	GetTrackIndex	ResetUserData	GetCurrentNode	GetVolume
AddShape	GetVisLevel	RandomRays	MakeTubs	GetTrackOfId	CountNodes	GetCurrentNodeId	GetUID
AddTrack	GetVisOptions	SamplePoints	MakeXtru	GetParentTrackOfId	ExecuteEvent	GetCurrentPoint	GetNNodes
AddVolume	IsInPhiRange	Test	SetAlignableEntry	GetVirtualLevel	Raise	GetCurrentDirection	GetCache
ClearOverlaps	IsDrawingExtra	TestOverlaps	SetAlignableEntries	GetSafeLevel	ReplaceVolume	GetCurrentVolume	SetCache
RegisterMatrix	IsNodeSelection	Weight	GetAlignableEntry	GetSafeLevel	TransformVolume	GetCurrentOverlaps	EstimateTracks
SortOverlaps	IsVisLeaves	Division	GetNAlignables	GetSafeDistance	GetBits	GetCldir	SizeOf
Browse	ModifiedPad	Matrix	MakeAlignable	GetPsi	GetByteCount	GetNormal	SelectTrackingMedia
SetVisibility	OptimizeVoxels	Material	MakeAlignables	GetPhi	GetIntBuffer	GetLevel	PushPath
cd	SetClipping	Mixture	MakePhysicalNode	IsPhysicalState	GetDblBuffer	GetPath	PopPath
CdNode	SetClippingShape	Shape	ClearPhysicalNodes	IsNavigating	GetNIdx	GetStackLevel	PopPath
CdDown	SetExplodedView	Medium	MakeTrack	IsOnBoundary	GetAbsIndex	GetMasterVolume	PushPoint
CdUp	SetPhiRange	Node	MakeVolumeAssembly	IsMatrixTransform	Export	GetTopVolume	PopPoint
CdTop	SetNsegments	Node	MakeVolumeMulti	IsMatrixReflection	LockGeometry	GetTopNode	PopPoint
GetBranchNames	SetBombFactor	Volume	SetTopVolume	IsSameLocation	UnlockGeometry	GetPhysicalNode	PopDummy
GetBranchNames	SetPaintVolume	Volume	CrossBoundaryAndLocate	IsSameLocation	Import	SetCurrentPoint	Class
GetBranchOnly	SetTopVisible	SetVolumeAttribute	FindNextBoundary	IsStartSafe	IsLocked	IsStreamingVoxels	GetCurrentPoint	Class_Name
GetNmany	SetTminTmax	BuildDefaultMaterials	FindNextBoundary	SetCheckingOverlaps	GetListOfNodes	SetLastPoint	IsA
GetPdgName	SetDrawExtra	CloseGeometry	FindNextBoundary	SetStartSafe	GetListOfPhysicalNodes	SetCalcNode	ShowMembers
SetPdgName	SetNodeSelection	IsClosed	FindNode	SetMatrixTransform	GetListOfOverlaps	SetCurrentDirection
IsFolder	SetVisDensity	MakeArb8	FindNode	SetMatrixReflection	GetListOfMaterials	SetCldirChecked