

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@[@]	

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

TGeoMaterial	
kMatUsed	fIntLen
kMatSavePrimitive	fShader
fIndex	fCerenkov
fA	fElement
fZ	fgIsA
fDensity	
fRadLen	
@~TGeoMaterial	GetIndex
TGeoMaterial	GetCerenkovProperties
operator=	GetTransparency
TGeoMaterial	IsEq
TGeoMaterial	IsUsed
TGeoMaterial	IsMixture
TGeoMaterial	Print
Coulomb	SavePrimitive
DecayMaterial	SetIndex
FillMaterialEvolution	SetCerenkovProperties
GetByteCount	SetRadLen
GetA	SetUsed
GetZ	SetTransparency
GetDefaultColor	ScreenFactor
GetDensity	Class
GetElement	Class_Name
GetBaseElement	IsA
GetPointerName	ShowMembers
GetRadLen	
GetIntLen	

TAttFill	
fFillColor	fgIsA
fFillStyle	
@~TAttFill	SetFillAttributes
TAttFill	SetFillColor
TAttFill	SetFillStyle
Copy	Class
GetFillColor	Class_Name
GetFillStyle	IsA
IsTransparent	ShowMembers
Modify	Streamer
ResetAttFill	StreamerNVirtual
SaveFillAttributes	