

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 Error
 Draw Paint SysError
 DrawClass Pop Fatal
 DrawClone Print AbstractMethod
 Dump Read MayNotUse
 Execute RecursiveRemoveGetDtorOnly
 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@[@@]

TVirtualGeoPainter

fgGeoPainter kGeoNoBomb
 kGeoVisLevel kGeoBombXYZ
 kGeoVisDefault kGeoBombCyl
 kGeoVisLeaves kGeoBombSph
 kGeoVisOnly fgIsA
 kGeoVisBranch
 kGeoVisChanged

@~TVirtualGeoPainter
 AddSize3D IsRaytracing
 AddTrack IsExplodedView
 AddTrackPoint LegoPlot
 BombTranslation ModifiedPad
 CheckPoint Paint
 CheckGeometry PaintNode
 CheckOverlaps PaintShape
 CountVisibleNodes PaintOverlap
 DefaultAngles PrintOverlaps
 DefaultColors PaintVolume
 DistanceToPrimitive RandomPoints
 Draw RandomRays
 DrawBatemanSol Raytrace
 DrawShape SamplePoints
 DrawOnly SetBombFactors
 DrawOverlap SetClippingShape
 DrawCurrentPoint SetExplodedView
 DrawPanel SetGeoManager
 DrawPath SetNsegments
 DrawVolume SetRaytracing
 EditGeometry GeoPainter
 EstimateCamera SetPainter
 ExecuteShapeEvent SetTopVisible
 ExecuteManager SetTopVolume
 ExecuteVolumeEvent SetVisLevel
 GetColor SetVisOption
 GetNsegments ShapeDistancetoPri
 GetBombFactors Test
 GetBombMode TestOverlaps
 GetDrawPath TestVoxels
 GetDrawnVolume UnbombTranslation
 GetTopVolume Weight
 GetViewAngles Class
 GetVisLevel Class_Name
 GetVisOption IsA
 GetVolumeInfo ShowMembers
 GrabFocus Streamer
 GetViewBox

TGeoPainter

fBombX fVisLock fGeoManager
 fBombY fTopVisible fChecker
 fBombZ fPaintingOverlaps ClippingShape
 fBombR fIsRaytracing fTopVolume
 fCheckedBox[6] fIsPaintingShape fLastVolume
 fMat[9] fVisBranch fVisVolumes
 fNsegments fVolInfo fIsEditable
 fNVisNodes fCheckedNode fgIsA
 fVisLevel fOverlap
 fVisOption fGlobal
 fExplodedView fBuffer

@~TGeoPainter ExecuteShapeEvent PaintPhysicalNode
 DefineColors ExecuteVolumeEvent RandomPoints
 LocalToMasterView GetVolumeInfo RandomRays
 ClearVisibleVolume SetBombFactors Raytrace
 TGeoPainter GetBombMode SamplePoints
 AddSize3D GetCheckedNode SetBombFactors
 AddTrack GetChecker SetClippingShape
 AddTrackPoint GetColor SetExplodedView
 BombTranslation GetDrawPath SetNsegments
 CheckGeometry GetDrawnVolume SetGeoManager
 CheckEdit GetTopVolume SetRaytracing
 CheckPoint GetVisLevel SetTopVisible
 CheckOverlaps GetVisOption SetTopVolume
 CountNodes GetNsegments SetVisLevel
 CountVisibleNodes GrabFocus SetVisOption
 DefaultAngles GetViewBox ShapeDistancetoPrimitive
 DefaultColors GetViewAngles Test
 DistanceToPrimitive fExplodedView TestOverlaps
 Draw IsRaytracing TestVoxels
 DrawBatemanSol IsPaintingShape UnbombTranslation
 DrawOverlap LegoPlot Weight
 DrawCurrentPoint Lock Class
 DrawOnly ModifiedPad Class_Name
 DrawPanel Paint IsA
 DrawPath PaintNode ShowMembers
 DrawShape PaintShape Streamer
 DrawVolume PaintShape StreamerNVirtual
 EditGeometry PaintOverlap
 EstimateCamera PaintVolume
 ExecuteManager PrintOverlaps