

| 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@[@] |                     |

| TGeoPhysicalNode   |
|--------------------|
| fLevel             |
| fMatrices          |
| fNodes             |
| fMatrixOrig        |
| kGeoPNodeFull      |
| kGeoPNodeVisible   |
| kGeoPNodeVolAtt    |
| kGeoPNodeAligned   |
| fgIsA              |
| @~TGeoPhysicalNode |
| TGeoPhysicalNode   |
| operator=          |
| SetAligned         |
| TGeoPhysicalNode   |
| TGeoPhysicalNode   |
| Align              |
| cd                 |
| Draw               |
| GetLevel           |
| GetMatrix          |
| GetOriginalMatrix  |
| GetMother          |
| GetName            |
| GetNode            |
| GetShape           |
| GetVolume          |
| IsAligned          |
| IsVolAttributes    |
| IsVisible          |
| IsVisibleFull      |
| SetPath            |
| SetBranchAsState   |
| SetIsVolAtt        |
| SetVisibility      |
| SetVisibleFull     |
| Paint              |
| Class              |
| Class_Name         |
| IsA                |
| ShowMembers        |

| TAttLine           |
|--------------------|
| fLineColor         |
| fLineStyle         |
| fLineWidth         |
| fgIsA              |
| @~TAttLine         |
| TAttLine           |
| TAttLine           |
| Copy               |
| DistancetoLine     |
| GetLineColor       |
| GetLineStyle       |
| GetLineWidth       |
| Modify             |
| ResetAttLine       |
| SaveLineAttributes |
| SetLineAttributes  |