

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@[@]	

TGeoVoxelFinder	
kGeoInvalidVoxels	fLimits[3]
kGeoRebuildVoxels	fBoxes
fVolume	fXb
fNcandidates	fYb
fCurrentVoxel	fZb
flbx	fOBx
flby	fOBy
flbz	fOBz
fNboxes	fOEx
fNox	fOEy
fNoy	fOEz
fNoz	fIndX
fNex	fIndY
fNey	fIndZ
fNez	fExtraX
fNx	fExtraY
fNy	fExtraZ
fNz	fCheckList
fPriority[3]	fBits1
fSlices[3]	fgIsA
flnc[3]	
flnvdir[3]	
@~TGeoVoxelFinder	TGeoVoxelFinder
TGeoVoxelFinder	CreateCheckList
operator=	DaughterToMother
BuildVoxelLimits	Efficiency
GetExtraX	GetCheckList
GetExtraY	GetCheckList
GetExtraZ	GetNextCandidates
GetIndices	FindOverlaps
GetPriority	IsInvalid
GetNcandidates	NeedRebuild
GetValidExtra	GetBoxes
GetValidExtra	IsSafeVoxel
GetValidExtra	Print
GetVoxelCandidates	PrintVoxelLimits
Intersect	SetInvalid
Intersect	SetNeedRebuild
Intersect	GetNextVoxel
IntersectAndStore	SortCrossedVoxels
IntersectAndStore	Voxelize
IntersectAndStore	Class
SortAll	Class_Name
Union	IsA
Union	ShowMembers
Union	
TGeoVoxelFinder	