

TObject			TNamed		TGeoMatrix		TGeoScale	
fUniqueID	kIsReferenced	kZombie	fName	kGeoIdentity	kGeoSavePrimitive	fScale[3]		
fBits	kHasUUID	kBitMask	fTitle	kGeoTranslation	kGeoMatrixOwned	fgIsA		
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	kGeoRotation	kGeoCombiTrans		@~TGeoScale	
fgObjectStat	kNoContextMenu	kOverwrite		kGeoScale	kGeoGenTrans		TGeoScale	
kCanDelete	kInvalObject	kWriteDelete	@~TNamed	kGeoReflection	fgIsA		TGeoScale	
kMustCleanup	kIsOnHeap	fgIsA	TNamed				TGeoScale	
kObjInCanvas	kNotDeleted		TNamed				TGeoScale	
			TNamed				Inverse	
@~TObject	GetOption	operator new	TNamed				LocalToMaster	
MakeZombie	GetObjectInfo	operator new@[@]	operator=				LocalToMasterVect	
DoError	GetTitle	operator delete	operator*=				LocalToMasterBomb	
TObject	HandleTimer	operator delete@[@]	Clear				MasterToLocal	
TObject	Hash	operator delete	Clone				MasterToLocalVect	
operator=	InheritsFrom	operator delete@[@]	Compare				MasterToLocalBomb	
AppendPad	InheritsFrom	SetBit	Copy				Print	
Browse	Inspect	SetBit	FillBuffer				RotateX	
ClassName	IsFolder	ResetBit	GetName				RotateY	
Clear	IsEqual	TestBit	GetTitle				RotateZ	
Clone	IsSortable	TestBits	Hash				RegisterYourself	
Compare	IsOnHeap	InvertBit	IsSortable				SetDefaultName	
Copy	IsZombie	Info	SetName				GetHomogenousMatrix	
Delete	Notify	Warning	SetNameTitle				GetPointerName	Class_Name
DistantcetoPrimitives		Error	SetTitle				GetByteCount	IsA
Draw	Paint	SysError	Is				GetTranslation	ShowMembers
DrawClass	Pop	Fatal	Print				GetRotationMatrix	
DrawClone	Print	AbstractMethod	Sizeof				GetScale	
Dump	Read	MayNotUse	Class					
Execute	RecursiveRemove	GetDtorOnly	Class_Name					
Execute	SavePrimitive	SetDtorOnly	IsA					
ExecuteEvent	SetDrawOption	GetObjectStat	ShowMembers					
FindObject	SetUniqueId	SetObjectStat						
FindObject	UseCurrentStyle	Class						
GetDrawOption	Write	Class_Name						
GetUniqueId	Write	IsA						
GetName	operator new	ShowMembers						
GetIconName	operator new@[@]							