

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

TGeometry	
fMaterials	fGeomLevel
fMatrices	fX
fShapes	fY
fNodes	fZ
fMatrix	fTranslation[20][3]
fCurrentNode	fRotMatrix[20][9]
fMaterialPointer	fIsReflection[20]
fMatrixPointer	fgIsA
fShapePointer	
fBomb	
@~TGeometry	IsFolder
TGeometry	Local2Master
operator=	Local2Master
TGeometry	Is
TGeometry	Master2Local
Browse	Master2Local
cd	Node
Draw	PushLevel
FindObject	PopLevel
FindObject	RecursiveRemove
GetBomb	SetBomb
GeomLevel	SetCurrentNode
GetListOfShapes	SetGeomLevel
GetListOfNodes	SetMatrix
GetListOfMaterials	SetPosition
GetListOfMatrices	SetPosition
GetCurrentNode	SetPosition
GetMaterial	SetPosition
GetMaterialByNumber	UpdateMatrix
GetNode	UpdateTempMatrix
GetShape	UpdateTempMatrix
GetShapeByNumber	Get
GetRotMatrix	UpdateTempMatrix
GetRotMatrixByNumber	Class
GetCurrentMatrix	Class_Name
GetCurrentPosition	IsA
GetCurrentPosition	ShowMembers
GetCurrentReflection	