

| 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       |
| operator=    |
| Clear        |
| Clone        |
| Compare      |
| Copy         |
| FillBuffer   |
| GetName      |
| GetTitle     |
| Hash         |
| IsSortable   |
| SetName      |
| SetNameTitle |
| SetTitle     |
| Is           |
| Print        |
| Sizeof       |
| Class        |
| Class_Name   |
| IsA          |
| ShowMembers  |

| TGeoOverlap         |                  |
|---------------------|------------------|
| kGeoOverlap         | fMatrix1         |
| kGeoExtrusion       | fMatrix2         |
| fOverlap            | fMarker          |
| fVolume1            | fgIsA            |
| fVolume2            |                  |
| @~TGeoOverlap       | Print            |
| TGeoOverlap         | PrintInfo        |
| TGeoOverlap         | Sizeof3D         |
| Browse              | SetIsExtrusion   |
| Compare             | SetIsOverlap     |
| DistancetoPrimitive | SetNextPoint     |
| Draw                | SetFirstVolume   |
| ExecuteEvent        | SetSecondVolume  |
| GetPolyMarker       | SetFirstMatrix   |
| GetFirstVolume      | SetSecondMatrix  |
| GetSecondVolume     | SetOverlap       |
| GetFirstMatrix      | Class            |
| GetSecondMatrix     | Class_Name       |
| GetOverlap          | IsA              |
| IsExtrusion         | ShowMembers      |
| IsOverlap           | Streamer         |
| IsFolder            | StreamerNVirtual |
| IsSortable          |                  |
| Paint               |                  |

| TAttLine           |                   |
|--------------------|-------------------|
| fLineColor         | fgIsA             |
| fLineStyle         |                   |
| fLineWidth         |                   |
| @~TAttLine         | SetLineAttributes |
| TAttLine           | SetLineColor      |
| TAttLine           | SetLineStyle      |
| Copy               | SetLineWidth      |
| DistancetoLine     | Class             |
| GetLineColor       | Class_Name        |
| GetLineStyle       | IsA               |
| GetLineWidth       | ShowMembers       |
| Modify             | Streamer          |
| ResetAttLine       | StreamerNVirtual  |
| SaveLineAttributes |                   |

| TAttFill           |                   |
|--------------------|-------------------|
| fFillColor         | fgIsA             |
| fFillStyle         |                   |
| @~TAttFill         | SetFillAttributes |
| TAttFill           | SetFillColor      |
| TAttFill           | SetFillStyle      |
| Copy               | Class             |
| GetFillColor       | Class_Name        |
| GetFillStyle       | IsA               |
| IsTransparent      | ShowMembers       |
| Modify             | Streamer          |
| ResetAttFill       | StreamerNVirtual  |
| SaveFillAttributes |                   |

| TAtt3D   |                  |
|----------|------------------|
| fgIsA    |                  |
| @~TAtt3D | IsA              |
| TAtt3D   | ShowMembers      |
| Sizeof3D | Streamer         |
| Class    | StreamerNVirtual |