

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
DistancetoPrimitives		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

TGeoMatrix	
kGeoIdentity	kGeoSavePrimitive
kGeoTranslation	kGeoMatrixOwned
kGeoRotation	kGeoCombiTrans
kGeoScale	kGeoGenTrans
kGeoReflection	fgIsA
kGeoRegistered	
@~TGeoMatrix	Inverse
operator=	LocalToMaster
operator*	LocalToMasterVect
operator==	LocalToMasterBomb
IsIdentity	MasterToLocal
IsTranslation	MasterToLocalVect
IsRotation	MasterToLocalBomb
IsReflection	Normalize
IsScale	Print
IsCombi	RotateX
IsGeneral	RotateY
IsRegistered	RotateZ
IsRotAboutZ	RegisterYourself
GetHomogenousMatrix	SetDefaultName
GetPointerName	Class
GetByteCount	Class_Name
GetTranslation	IsA
GetRotationMatrix	ShowMembers
GetScale	

TGeoTranslation
fTranslation[3]
fgIsA
@~TGeoTranslation
TGeoTranslation
TGeoTranslation
TGeoTranslation
TGeoTranslation
TGeoTranslation
operator=
operator=
Add
Inverse
LocalToMaster
LocalToMasterVect
MasterToLocal
MasterToLocalVect
LocalToMasterBomb
MasterToLocalBomb
RotateX
RotateY
RotateZ
SavePrimitive
Subtract
SetTranslation
SetTranslation
SetDx
SetDy
SetDz
GetTranslation
GetRotationMatrix
GetScale
Class
Class_Name
IsA
ShowMembers