

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

TGeoNode	
fVolume	kGeoNodeOffset
fMother	kGeoNodeVC
fNumber	kGeoNodeOverlap
fNovlp	fgIsA
fOverlaps	
kGeoNodeMatrix	
@~TGeoNode	IsOverlapping
operator=	IsVirtual
Browse	IsVisible
cd	IsVisDaughters
CheckOverlaps	MayOverlap
CheckShapes	MakeCopyNode
DistancetoPrimitives	Safety
Draw	SaveAttributes
DrawOnly	SetCurrentPoint
DrawOverlaps	SetVolume
ExecuteEvent	SetNumber
FillIdArray	SetOverlapping
FindNode	SetVirtual
GetByteCount	SetVisibility
GetDaughter	SetInvisible
GetMatrix	SetAllInvisible
GetColour	SetMotherVolume
GetIndex	SetOverlaps
GetFinder	MasterToLocal
GetMedium	MasterToLocalVect
GetMotherVolume	LocalToMaster
GetNdaughters	LocalToMasterVect
GetNodes	Is
GetNumber	Paint
GetOverlaps	PrintCandidates
GetVolume	PrintOverlaps
GetObjectInfo	VisibleDaughters
GetOptimalVoxels	Class
InspectNode	Class_Name
IsFolder	IsA
IsOffset	ShowMembers
IsOnScreen	

TGeoNodeMatrix
fMatrix
fgIsA
@~TGeoNodeMatrix
TGeoNodeMatrix
operator=
TGeoNodeMatrix
TGeoNodeMatrix
GetByteCount
GetOptimalVoxels
IsFolder
GetMatrix
MakeCopyNode
SetMatrix
Class
Class_Name
IsA
ShowMembers

TGeoAtt	
kBitMask	kActOverride
kVisOverride	kActNone
kVisNone	kActThis
kVisThis	kActDaughters
kVisDaughters	kUseBoundingBox
kVisOneLevel	kUseVoxels
kVisStreamed	kUseGsord
kVisTouched	kSavePrimitiveAtt
kVisOnScreen	kSaveNodesAtt
kVisContainers	fGeoAtt
kVisOnly	fgIsA
kVisBranch	
kVisRaytrace	
@~TGeoAtt	IsActive
TGeoAtt	IsActiveDaughters
TGeoAtt	IsVisRaytrace
SetAttBit	IsVisible
SetAttBit	IsVisDaughters
ResetAttBit	IsVisBranch
TestAttBit	IsVisContainers
SetVisRaytrace	IsVisLeaves