

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@[@]	

TGeoPhysicalNode
fLevel
fMatrices
fNodes
fMatrixOrig
kGeoPNodeFull
kGeoPNodeVisible
kGeoPNodeVolAtt
kGeoPNodeAligned
fgIsA
@~TGeoPhysicalNode
TGeoPhysicalNode
operator=
SetAligned
TGeoPhysicalNode
TGeoPhysicalNode
Align
cd
Draw
GetLevel
GetMatrix
GetOriginalMatrix
GetMother
GetName
GetNode
GetShape
GetVolume
IsAligned
IsVolAttributes
IsVisible
IsVisibleFull
SetPath
SetBranchAsState
SetIsVolAtt
SetVisibility
SetVisibleFull
Paint
Class
Class_Name
IsA
ShowMembers

TAttLine
fLineColor
fLineStyle
fLineWidth
fgIsA
@~TAttLine
TAttLine
TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes
SetLineAttributes