

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

TGeoVolume			
fNodes	fField	kVolumeDiv	kVolumeClone
fShape	fOption	kVolumeOverlap	kVolumeAdded
fMedium	fNumber	kVolumeImportNodes	fgIsA
fFinder	fNtotal	kVolumeMulti	
fVoxels	kVolumeReplicated	kVoxelsXYZ	
TGeoManager	kVolumeSelected	kVoxelsCyl	
@~TGeoVolume	ExecuteEvent	GetIndex	SetNodes
TGeoVolume	IsActive	GetNode	SetShape
operator=	IsActiveDaughter	SetNode	SetTransparency
TGeoVolume	IsAdded	GetNodeIndex	SetField
TGeoVolume	IsReplicated	GetNumber	SetOption
cd	IsSelected	GetObjectInfo	SetVisibility
Browse	IsCylVoxels	GetOptimalVoxelSet	SetVisContainers
Capacity	IsXYZVoxels	GetOption	SetVisLeaves
CheckShapes	IsTopVolume	GetPointerName	SetVisOnly
ClearNodes	IsValid	GetTransparency	SetLineColor
ClearShape	IsVisible	GetShape	SetLineStyle
CleanAll	IsVisibleDaughter	GrabFocus	SetLineWidth
CloneVolume	IsVisContainers	Gsord	SetInvisible
CloneNodesAndVisLeaves	IsVisLeaves	IsStyleDefault	SetMedium
CheckGeometry	IsVisOnly	InspectMaterial	SetVoxelFinder
CheckOverlaps	IsAllInvisible	InspectShape	SetFinder
CountNodes	IsRaytracing	MakeCopyVolume	SetNumber
Contains	FindNode	MakeCopyNodes	SetNtotal
IsAssembly	FindOverlaps	OptimizeVoxels	SortNodes
IsFolder	FindMatrixOfDaughters	SetVolumeBois	UnmarkSaved
IsRunTime	GetCurrentNodeIndex	RandomRays	Valid
IsVolumeMulti	GetNextNodeIndex	Raytrace	VisibleDaughters
AddNode	GetNodes	RemoveNode	InvisibleAll
AddNodeOffset	GetNdaughters	SaveAs	Voxelize
AddNodeOverlap	GetNtotal	SavePrimitive	Weight
Divide	GetByteCount	SelectVolume	WeightA
DistanceToPrimitive	TGeoManager	SetActivity	Class
Draw	GetMaterial	SetActiveDaughter	Class_Name
DrawOnly	GetMedium	SetAsTopVolume	IsA
LegoPlot	GetField	SetAdded	ShowMembers
Paint	GetFinder	SetReplicated	
PrintNodes	GetVoxels	SetCurrentPoint	
PrintVoxels	GetIconName	SetCylVoxels	

TGeoVolumeAssembly
fCurrent
fNext
fgIsA
@~TGeoVolumeAssembly
TGeoVolumeAssembly
TGeoVolumeAssembly
AddNode
AddNodeOverlap
CloneVolume
Divide
DrawOnly
GetCurrentNodeIndex
GetNextNodeIndex
IsAssembly
IsVisible
MakeAssemblyFromVolume
SetCurrentNodeIndex
SetNextNodeIndex
Class
Class_Name
IsA
ShowMembers
Streamer

TGeoAtt			
kBitMask	kVisTouched	kActNone	kSaveNodesAtt
kVisOverride	kVisOnScreen	kActThis	fGeoAtt
kVisNone	kVisContainers	kActDaughters	fgIsA
kVisThis	kVisOnly	kUseBoundingBox	
kVisDaughters	kVisBranch	kUseVoxels	
kVisOneLevel	kVisRaytrace	kUseGsord	
kVisStreamed	kActOverride	kSavePrimitiveAtt	
@~TGeoAtt	SetVisLeaves	IsActiveDaughter	Class
TGeoAtt	SetVisOnly	IsVisRaytrace	Class_Name
TGeoAtt	SetVisibility	IsVisible	IsA
SetAttBit	SetVisDaughters	IsVisDaughters	ShowMembers
SetAttBit	SetVisStreamed	IsVisBranch	Streamer
ResetAttBit	SetVisTouched	IsVisContainers	StreamerNVirtual
TestAttBit	SetActivity	IsVisLeaves	
SetVisRaytrace	SetActiveDaughter	IsVisOnly	
SetVisBranch	SetOptimization	IsVisStreamed	
SetVisContainers	IsActive	IsVisTouched	