

| 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 | | 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@[@@] | |

| TVirtualGeoPainter | |
|----------------------|--------------------------|
| fgGeoPainter | kGeoNoBomb |
| kGeoVisLevel | kGeoBombXYZ |
| kGeoVisDefault | kGeoBombCyl |
| kGeoVisLeaves | kGeoBombSph |
| kGeoVisOnly | fgIsA |
| kGeoVisBranch | |
| kGeoVisChanged | |
| @~TVirtualGeoPainter | IsRaytracing |
| AddSize3D | IsExplodedView |
| AddTrack | LegoPlot |
| AddTrackPoint | ModifiedPad |
| BombTranslation | Paint |
| CheckPoint | PaintNode |
| CheckGeometry | PaintShape |
| CheckOverlaps | PaintOverlap |
| CountVisibleNodes | PrintOverlaps |
| DefaultAngles | PaintVolume |
| DefaultColors | RandomPoints |
| DistanceToPrimitive | RandomRays |
| Draw | Raytrace |
| DrawShape | SamplePoints |
| DrawOnly | SetBombFactors |
| DrawOverlap | SetClippingShape |
| DrawCurrentPoint | SetExplodedView |
| DrawPanel | SetGeoManager |
| DrawPath | SetNsegments |
| DrawVolume | SetRaytracing |
| EditGeometry | GeoPainter |
| EstimateCameraAngle | SetPainter |
| ExecuteShapeEvent | SetTopVisible |
| ExecuteManagerEvent | SetTopVolume |
| ExecuteVolumeEvent | SetVisLevel |
| GetColor | SetVisOption |
| GetNsegments | ShapeDistanceToPrimitive |
| GetBombFactors | Test |
| GetDrawPath | TestOverlaps |
| GetDrawnVolume | UnbombTranslation |
| GetTopVolume | Weight |
| GetViewAngles | Class |
| GetVisLevel | Class_Name |
| GetVisOption | IsA |
| GetVolumeInfo | ShowMembers |
| GrabFocus | Streamer |
| GetViewBox | |
| IsPaintingShape | |

| TGeoPainter | | |
|---------------------|--------------------|--------------------------|
| fBombX | fVisLock | fGeoManager |
| fBombY | fTopVisible | fChecker |
| fBombZ | fPaintingOverlaps | fClippingShape |
| fBombR | flsRaytracing | fTopVolume |
| fCheckedBox[6] | flsPaintingShape | fLastVolume |
| fMat[9] | fVisBranch | fVisVolumes |
| fNsegments | fVolInfo | flsEditable |
| fNVisNodes | fCheckedNode | fgIsA |
| fVisLevel | fOverlap | |
| fVisOption | fGlobal | |
| fExplodedView | fBuffer | |
| @~TGeoPainter | ExecuteShapeEvent | PrintOverlaps |
| DefineColors | ExecuteVolumeEvent | PaintPhysicalNode |
| LocalToMasterVec | GetVolumeInfo | RandomPoints |
| ClearVisibleVolume | GetBombFactors | RandomRays |
| TGeoPainter | GetBombMode | Raytrace |
| AddSize3D | GetCheckedNode | SamplePoints |
| AddTrack | GetChecker | SetBombFactors |
| AddTrackPoint | GetColor | SetClippingShape |
| BombTranslation | GetDrawPath | SetExplodedView |
| CheckGeometry | GetDrawnVolume | SetNsegments |
| CheckEdit | GetTopVolume | SetGeoManager |
| CheckPoint | GetVisLevel | SetRaytracing |
| CheckOverlaps | GetVisOption | SetTopVisible |
| CountNodes | GetNsegments | SetTopVolume |
| CountVisibleNodes | GrabFocus | SetVisLevel |
| DefaultAngles | GetViewBox | SetVisOption |
| DefaultColors | GetViewAngles | ShapeDistanceToPrimitive |
| DistanceToPrimitive | IsExplodedView | Test |
| Draw | IsRaytracing | TestOverlaps |
| DrawOverlap | IsPaintingShape | TestVoxels |
| DrawCurrentPoint | LegoPlot | UnbombTranslation |
| DrawOnly | Lock | Weight |
| DrawPanel | ModifiedPad | Class |
| DrawPath | Paint | Class_Name |
| DrawShape | PaintNode | IsA |
| DrawVolume | PaintShape | ShowMembers |
| EditGeometry | PaintShape | Streamer |
| EstimateCameraAngle | PaintOverlap | StreamerNVirtual |
| ExecuteManagerEvent | PaintVolume | |