TObject

fUniqueID	kIsOnHeap	kOverwrite
fBits	kNotDeleted	fgIsA
fgDtorOnly	kZombie	
fgDirLevel	kBitMask	
fgObjectStat	kSingleKey	

MakeZombie	GetTitle	operator new
TObject	HandleTimer	operator delete
TObject	Hash	SetBit
operator=	InheritsFrom	SetBit
AppendPad	InheritsFrom	ResetBit
Browse	Inspect	TestBit
ClassName	IsFolder	InvertBit
Clear	IsEqual	Warning
Clone	IsSortable	Error
Close	IsModified	SysError
Compare	IsOnHeap	Fatal
Copy	IsZombie	AbstractMethod
Delete	Notify	MayNotUse
DistancetoPrimitive	Is	DecreaseDirLevel
Draw	Modified	GetDtorOnly
DrawClass	Paint	SetDtorOnly
DrawClone	Pop	GetDirLevel
Dump	Print	SetDirLevel
Execute	Read	GetObjectStat
Execute	RecursiveRemove	SetObjectStat
ExecuteEvent	SavePrimitive	IncreaseDirLevel
GetDrawOption	SetDrawOption	IndentLevel
GetUniqueID	SetUniqueID	Class
GetName	StreamerInfo	Class_Name
GetIconName	UseCurrentStyle	IsA
GetOption	Write	ShowMembers
GetObjectInfo	operator new	

TVolumePosition

fX[3]	fId
fMatrix	fgIsA
fNode	

TVolumePosition	Is3D
TVolumePosition	Local2Master
TVolumePosition	Local2Master
Browse	Paint
Errmx2Master	Print
Errmx2Master	UpdatePosition
Cormx2Master	Reset
Cormx2Master	SavePrimitive
DistancetoPrimitive	SetLineAttributes
DefineSet	SetMatrix
Draw	SetNode
ExecuteEvent	SetPosition
GetMatrix	SetVisibility
GetNode	SetX
GetObjectInfo	SetY
GetOption	SetZ
GetName	SetId
GetVisibility	Class
GetX	Class_Name
GetY	IsA
GetZ	ShowMembers
GetId	
IsFolder	