TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
MakeZombie	GetObjectInfo	operator delete
DoError	GetTitle	operator delete[]
TObject	HandleTimer	operator delete
TObject	Hash	operator delete[]
operator=	InheritsFrom	SetBit
AppendPad	InheritsFrom	SetBit
Browse	Inspect	ResetBit
ClassName	IsFolder	TestBit
Clear	IsEqual	TestBits
Clone	IsSortable	InvertBit
Compare	IsOnHeap	Info
Copy	IsZombie	Warning
Delete	Notify	Error
DistancetoPrimitive	ls	SysError
Draw	Paint	Fatal
DrawClass	Pop	AbstractMethod
DrawClone	Print	MayNotUse
Dump	Read	GetDtorOnly
Execute	RecursiveRemove	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	operator new	ShowMembers
GetName	operator new[]	Streamer
GetIconName	operator new	
GetOption	operator new[]	

TNamed

fName		
fTitle		
fgIsA		
TNamed		
TNamed		
TNamed		
TNamed		
operator=		
Clear		
Clone		
Compare		
Copy		
FillBuffer		
GetName		
GetTitle		
Hash		
IsSortable		
SetName		
SetNameTitle		
SetTitle		
ls		
Print		
Sizeof		
Class		
Class_Name		
IsA		
ShowMembers		
Streamer		

TGeoVolume

fNodes	fOption	kVoxelsXYZ
fShape	fNumber	kVoxelsCyl
fMedium	kVolumeDiv	fgIsA
fFinder	kVolumeOverlap	
fVoxels	kVolumeImportNodes	
fField	kVolumeMulti	
TGeoVolume	FindNode	SetAsTopVolume
TGeoVolume	FindOverlaps	SetCurrentPoint
cd	FindMatrixOfDaughterVolume	SetCylVoxels
Browse	GetNodes	SetNodes
CheckShapes	GetNdaughters	SetShape
ClearNodes	GetByteCount	SetField
ClearShape	GetMaterial	SetOption
CleanAll	GetMedium	SetVisibility
CheckGeometry	GetField	SetLineColor
CheckOverlaps	GetFinder	SetLineStyle
CountNodes	GetVoxels	SetLineWidth
Contains	GetIndex	SetInvisible
IsFolder	GetNode	SetMedium
IsRunTime	GetNode	SetVoxelFinder
IsVolumeMulti	GetNodeIndex	SetFinder
AddNode	GetNumber	SetNumber
AddNodeOffset	GetObjectInfo	Sizeof3D
AddNodeOverlap	GetOptimalVoxels	SortNodes
Divide	GetOption	Valid
DistancetoPrimitive	GetShape	VisibleDaughters
Draw	GrabFocus	InvisibleAll
DrawOnly	Gsord	Voxelize
LegoPlot	IsStyleDefault	Weight
Paint	InspectMaterial	Class
PrintNodes	InspectShape	Class_Name
PrintVoxels	Make3DBuffer	IsA
ExecuteEvent	MakeCopyVolume	ShowMembers
IsCylVoxels	MakeCopyNodes	Streamer
IsXYZVoxels	OptimizeVoxels	StreamerNVirtual
IsValid	RandomPoints	
IsVisible	RandomRays	

TGeoAtt

kBitMask	kVisStreamed	kUseBoundingBox
kVisOverride	kVisTouched	kUseVoxels
kVisNone	kActOverride	kUseGsord
kVisThis	kActNone	fGeoAtt
kVisDaughters	kActThis	fgIsA
kVisOneLevel	kActDaughters	
TGeoAtt	SetVisTouched	Class_Name
TGeoAtt	SetActivity	IsA
SetBit	SetOptimization	ShowMembers
ResetBit	IsVisible	Streamer
TestBit	IsVisDaughters	StreamerNVirtual
SetVisibility	IsVisStreamed	
SetVisDaughters	IsVisTouched	
SetVisStreamed	Class	

TAttLine

fLineColor	fLineWidth	
fLineStyle	fgIsA	