TObject

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

~TObject	GetOption	operator new[]
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	Is	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[]	
GetIconName	operator new	

TGeoChecker

fGeom
fVsafe
fgIsA

~TGeoChecker
TGeoChecker
TGeoChecker
TGeoChecker
CheckGeometry
CheckOverlaps
CheckPoint
CheckVoxels
LegoPlot
PrintOverlaps
RandomPoints
RandomRays
SamplePoints
ShootRay
Test
TestOverlaps
TestVoxels
Weight
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual