

**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	Is	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=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

**TGeoOverlap**

fOverlap
fVolume
fMarker
fgIsA

  

@~TGeoOverlap
Browse
Compare
DistancetoPrimitive
Draw
ExecuteEvent
GetPolyMarker
GetNode
GetOverlap
GetVolume
IsExtrusion
IsFolder
IsSortable
Paint
PrintInfo
Sizeof3D
SetNextPoint
SetVolume
SetOverlap
Class
Class_Name
IsA
ShowMembers
Streamer

**TGeoNodeOverlap**

fNode1
fNode2
fgIsA

  

@~TGeoNodeOverlap
TGeoNodeOverlap
TGeoNodeOverlap
GetNode
IsExtrusion
Draw
PrintInfo
Sizeof3D
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

**TAttLine**

fLineColor
fLineStyle
fLineWidth
fgIsA

  

@~TAttLine
TAttLine
TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes
SetLineAttributes
SetLineColor
SetLineStyle
SetLineWidth
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

**TAttFill**

fFillColor
fFillStyle
fgIsA