

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@[ @]	

TNamed
fName
fTitle
fgIsA
@~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

TGeoVolume		
fNodes	fOption	kVoxelsXYZ
fShape	fNumber	kVoxelsCyl
fMedium	fNtotal	kVolumeClone
fFinder	kVolumeDiv	kVolumeAdded
fVoxels	kVolumeOverlap	kVolumeReplicated
fGeoManager	kVolumeImportNodes	fgIsA
fField	kVolumeMulti	
@~TGeoVolume	IsAllInvisible	SaveAs
TGeoVolume	IsRaytracing	SavePrimitive
TGeoVolume	FindNode	SetAsTopVolume
cd	FindOverlaps	SetAdded
Browse	FindMatrixOfDaughters	GetReplicated
Capacity	GetCurrentNodeIndex	SetCurrentPoint
CheckShapes	GetCurrentNodeIndex	SetCylVoxels
ClearNodes	GetNodes	SetNodes
ClearShape	GetNdaughters	SetShape
CleanAll	GetNtotal	SetTransparency
CloneVolume	GetByteCount	SetField
CheckGeometry	GetGeoManager	SetOption
CheckOverlaps	GetMaterial	SetVisibility
CountNodes	GetMedium	SetLineColor
Contains	GetField	SetLineStyle
IsAssembly	GetFinder	SetLineWidth
IsFolder	GetVoxels	SetInvisible
IsRunTime	GetIndex	SetMedium
IsVolumeMulti	GetNode	SetVoxelFinder
AddNode	GetNode	SetFinder
AddNodeOffset	GetNodeIndex	SetNumber
AddNodeOverlap	GetNumber	SetNtotal
Divide	GetObjectInfo	SortNodes
DistanceToPrimitive	GetOptimalVoxels	UnmarkSaved
Draw	GetOption	Valid
DrawOnly	GetPointerName	VisibleDaughters
LegoPlot	GetTransparency	InvisibleAll
Paint	GetShape	Voxelize
PrintNodes	GrabFocus	Weight
PrintVoxels	Gsord	WeightA
ExecuteEvent	IsStyleDefault	Class
IsAdded	InspectMaterial	Class_Name
IsReplicated	InspectShape	IsA
IsCylVoxels	MakeCopyVolume	ShowMembers
IsXYZVoxels	MakeCopyNodes	Streamer
IsTopVolume	OptimizeVoxels	StreamerNVirtual
IsValid	RandomPoints	
IsVisible	RandomRays	
IsVisibleDaughter	Raytrace	

TGeoVolumeAssembly
fCurrent
fNext
fgIsA
@~TGeoVolumeAssembly
TGeoVolumeAssembly
TGeoVolumeAssembly
AddNode
AddNodeOverlap
Divide
DrawOnly
GetCurrentNodeIndex
GetNextNodeIndex
IsAssembly
IsVisible
SetCurrentNodeIndex
SetNextNodeIndex
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGeoAtt		
kBitMask	kVisTouched	kUseVoxels
kVisOverride	kVisOnScreen	kUseGsord
kVisNone	kActOverride	kSavePrimitiveAtt
kVisThis	kActNone	kSaveNodesAtt
kVisDaughters	kActThis	fGeoAtt
kVisOneLevel	kActDaughters	fgIsA
kVisStreamed	kUseBoundingBox	
@~TGeoAtt	SetVisStreamed	IsVisStreamed
TGeoAtt	SetVisTouched	IsVisTouched
TGeoAtt	SetActivity	Class