

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	vs	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@[@]	

TVirtualGeoPainter

fgGeoPainter	kGeoNoBomb
kGeoVisLevel	kGeoBombXYZ
kGeoVisDefault	kGeoBombCyl
kGeoVisLeaves	kGeoBombSph
kGeoVisOnly	fgIsA
kGeoVisBranch	
kGeoVisChanged	

@~TVirtualGeoPainter	IsRaytracing
AddSize3D	IsExplodedView
AddTrack	LegoPlot
AddTrackPoint	ModifiedPad
BombTranslation	Paint
CheckPoint	PaintNode
CheckGeometry	PaintShape
CheckOverlaps	PaintOverlap
CountVisibleNodes	PrintOverlaps
DefaultAngles	PaintVolume
DefaultColors	RandomPoints
DistanceToPrimitive	RandomRays
Draw	Raytrace
DrawShape	SamplePoints
DrawOnly	SetBombFactors
DrawOverlap	SetClippingShape
DrawCurrentPoint	SetExplodedView
DrawPanel	SetGeoManager
DrawPath	SetNsegments
DrawVolume	SetRaytracing
EditGeometry	GeoPainter
EstimateCameraAngle	SetPainter
ExecuteShapeEvent	SetTopVisible
ExecuteManagerEvent	SetTopVolume
ExecuteVolumeEvent	SetVisLevel
GetColor	SetVisOption
GetNsegments	ShapeDistanceToPrimitive
GetBombFactors	Test
GetBombMode	TestOverlaps
GetDrawPath	TestVoxels
GetDrawnVolume	UnbombTranslation
GetTopVolume	Weight
GetViewAngles	Class
GetVisLevel	Class_Name
GetVisOption	IsA
GetVolumeInfo	ShowMembers
GrabFocus	Streamer
GetViewBox	
IsPaintingShape	

TGeoPainter

fBombX	fVisLock	fGeoManager
fBombY	fTopVisible	fChecker
fBombZ	fPaintingOverlaps	fClippingShape
fBombR	fgRaytracing	fTopVolume
fCheckedBox[6]	fgPaintingShape	fLastVolume
fMat[9]	fVisBranch	fVisVolumes
fNsegments	fVolInfo	fgIsEditable
fNVisNodes	fCheckedNode	fgIsA
fVisLevel	fOverlap	
fVisOption	fGlobal	
fExplodedView	fBuffer	

@~TGeoPainter	ExecuteShapeEvent	PrintOverlaps
DefineColors	ExecuteVolumeEvent	PaintPhysicalNode
LocalToMasterView	GetVolumeInfo	RandomPoints
ClearVisibleVolume	SetBombFactors	RandomRays
TGeoPainter	GetBombMode	Raytrace
AddSize3D	GetCheckedNode	SamplePoints
AddTrack	GetChecker	SetBombFactors
AddTrackPoint	GetColor	SetClippingShape
BombTranslation	GetDrawPath	SetExplodedView
CheckGeometry	GetDrawnVolume	SetNsegments
CheckEdit	GetTopVolume	SetGeoManager
CheckPoint	GetVisLevel	SetRaytracing
CheckOverlaps	GetVisOption	SetTopVisible
CountNodes	GetNsegments	SetTopVolume
CountVisibleNodes	GrabFocus	SetVisLevel
DefaultAngles	GetViewBox	SetVisOption
DefaultColors	GetViewAngles	ShapeDistanceToPrimitive
DistanceToPrimitive	IsExplodedView	Test
Draw	IsRaytracing	TestOverlaps
DrawOverlap	IsPaintingShape	TestVoxels
DrawCurrentPoint	LegoPlot	UnbombTranslation
DrawOnly	Lock	Weight
DrawPanel	ModifiedPad	Class
DrawPath	Paint	Class_Name
DrawShape	PaintNode	IsA
DrawVolume	PaintShape	ShowMembers
EditGeometry	PaintShape	Streamer
EstimateCameraAngle	PaintOverlap	StreamerNVirtual
ExecuteManagerEvent	PaintVolume	