

**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@[@]	

**TGeoBoolNode**

kGeoUnion  
 kGeoIntersection  
 kGeoSubtraction  
 fSelected  
 fLeft  
 fRight  
 fLeftMat  
 fRightMat  
 fgIsA

  

@~TGeoBoolNode  
 MakeBranch  
 ComputeBBox  
 ComputeNormal  
 Contains  
 DistanceToPrimitive  
 DistFromInside  
 DistFromOutside  
 GetBooleanOperator  
 GetNpoints  
 Paint  
 RegisterMatrices  
 Safety  
 SavePrimitive  
 SetPoints  
 SetPoints  
 SetSelected  
 Sizeof3D  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer

**TGeoSubtraction**

fgIsA

  

@~TGeoSubtraction  
 TGeoSubtraction  
 TGeoSubtraction  
 TGeoSubtraction  
 ComputeBBox  
 ComputeNormal  
 Contains  
 DistanceToPrimitive  
 DistFromInside  
 DistFromOutside  
 GetBooleanOperator  
 GetNpoints  
 Safety  
 SavePrimitive  
 SetPoints  
 SetPoints  
 Sizeof3D  
 Paint  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual