

| Object | | |
|----------------------|-------------------|----------------------|
| 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 |
| DistancetoPrimitives | 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 |

| TGeoMatrix | |
|---------------------|-------------------|
| kGeoIdentity | kGeoSavePrimitive |
| kGeoTranslation | kGeoMatrixOwned |
| kGeoRotation | kGeoCombiTrans |
| kGeoScale | kGeoGenTrans |
| kGeoReflection | fgIsA |
| kGeoRegistered | |
| @~TGeoMatrix | Inverse |
| operator= | LocalToMaster |
| operator* | LocalToMasterVect |
| operator== | LocalToMasterBomb |
| IsIdentity | MasterToLocal |
| IsTranslation | MasterToLocalVect |
| IsRotation | MasterToLocalBomb |
| IsReflection | Normalize |
| IsScale | Print |
| IsCombi | RotateX |
| IsGeneral | RotateY |
| IsRegistered | RotateZ |
| IsRotAboutZ | RegisterYourself |
| GetHomogenousMatrix | SetDefaultName |
| GetPointerName | Class |
| GetByteCount | Class_Name |
| GetTranslation | IsA |
| GetRotationMatrix | ShowMembers |
| GetScale | |

| TGeoTranslation |
|-------------------|
| fTranslation[3] |
| fgIsA |
| @~TGeoTranslation |
| TGeoTranslation |
| TGeoTranslation |
| TGeoTranslation |
| TGeoTranslation |
| TGeoTranslation |
| operator= |
| operator= |
| operator= |
| Add |
| Inverse |
| LocalToMaster |
| LocalToMasterVect |
| MasterToLocal |
| MasterToLocalVect |
| LocalToMasterBomb |
| MasterToLocalBomb |
| RotateX |
| RotateY |
| RotateZ |
| SavePrimitive |
| Subtract |
| SetTranslation |
| SetTranslation |
| SetDx |
| SetDy |
| SetDz |
| GetTranslation |
| GetRotationMatrix |
| GetScale |
| Class |
| Class_Name |
| IsA |
| ShowMembers |