

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

TEveTrans		
fM[16]	fAsOK	fEditScale
fA1	fUseTrans	fgIsA
fA2	fEditTrans	
fA3	fEditRotation	
Norm3Column	ArrX	SetScale
Orto3Column	ArrX	SetScaleX
TEveTrans	ArrY	SetScaleY
TEveTrans	ArrY	SetScaleZ
TEveTrans	ArrZ	MultiplyIP
TEveTrans	ArrZ	MultiplyIP
@~TEveTrans	ArrT	MultiplyIP
UnitTrans	ArrT	Multiply
ZeroTrans	operator@[@]	Multiply
UnitRot	operator@[@]	RotateIP
SetTrans	CM	RotateIP
SetFromArray	CM	RotateIP
SetFromArray	operator()	Rotate
operator=	operator()	Print
SetupRotation	SetBaseVec	SetFrom
SetupFromToVec	SetBaseVec	SetFrom
OrtoNorm3	GetBaseVec	SetGeoHMatrix
Invert	GetBaseVec	SetBuffer3D
MultLeft	SetPos	GetUseTrans
MultRight	SetPos	SetUseTrans
operator*=	SetPos	SetEditRotation
TransposeRotationP	SetPos	SetEditScale
operator*	GetPos	GetEditRotation
MoveLF	GetPos	GetEditScale
Move3LF	GetPos	GetEditTrans
RotateLF	GetPos	SetEditTrans
MovePF	GetPos	IsScale
Move3PF	SetRotByAngles	Class
RotatePF	SetRotByAnyAngles	Class_Name
Move	GetRotAngles	IsA
Move3	Scale	ShowMembers
Rotate	Unscale	
Array	Unscale	
Array	GetScale	