

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@[[@]	

TGeoBranchArray	
fLevel	fRealArray[1]
fMaxLevel	kBASelfAlloc
fMatrix	fgIsA
fArray	
TGeoBranchArray	AddLevel
TGeoBranchArray	BinarySearch
TGeoBranchArray	Compare
MakeInstance	CleanMatrix
MakeInstanceAt	GetArray
MakeCopy	GetLevel
MakeCopyAt	GetMaxLevel
ReleaseInstance	GetMatrix
operator=	GetNode
CopyTo	GetCurrentNode
SizeOf	GetPath
SizeOfInstance	Init
SizeOf	InitFromNavigator
DataStart	IsSortable
DataSize	IsOutside
UpdateArray	Print
@~TGeoBranchArray	Sort
operator==	UpdateNavigator
operator@!=	Class
operator@>	Class_Name
operator@<	IsA
operator@>=	ShowMembers
operator@<=	