

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@[[@]	

TGeoNavigator			
fStep	fNmany	fIsStepExiting	fNextNode
fSafety	fNextDaughterIndex	fIsOutside	fForcedNode
fLastSafety	fOverlapSize	fIsOnBoundary	fBackupState
fNormal[3]	fOverlapMark	fIsSameLocation	fCurrentMatrix
fCldir[3]	fOverlapClusters	fIsNullStep	fGlobalMatrix
fCldirChecked[3]	fSearchOverlaps	fGeometry	fDivMatrix
fPoint[3]	fCurrentOverlapping	fCache	fPath
fDirection[3]	fStartSafe	fCurrentVolume	fgIsA
fLastPoint[3]	fIsEntering	fCurrentNode	
fThreadId	fIsExiting	fTopNode	
fLevel	fIsStepEntering	fLastNode	
TGeoNavigator	FindNormalFast	IsStepExiting	SetLastPoint
operator=	InitTrack	IsOutside	SetCurrentDirection
FindInCluster	InitTrack	IsOnBoundary	SetCurrentDirection
GetTouchedCluster	ResetState	IsNullStep	SetCldirChecked
CrossDivisionCell	ResetAll	SetCheckingOverlaps	SetLastSafetyForPoint
SafetyOverlaps	Safety	SetOutside	SetLastSafetyForPoint
TGeoNavigator	SearchNode	DoBackupState	LocalToMaster
TGeoNavigator	Step	DoRestoreState	LocalToMasterVect
@~TGeoNavigator	GetLastPoint	GetNodeId	LocalToMasterBomb
BuildCache	GetVirtualLevel	GetNextDaughterIndex	MasterToLocal
cd	GotoSafeLevel	GetNextNode	MasterToLocalVect
CheckPath	GetSafeLevel	GetMother	MasterToLocalBomb
CdNode	GetSafeDistance	GetMotherMatrix	MasterToTop
CdDown	GetLastSafety	GetHMatrix	TopToMaster
CdDown	GetStep	GetCurrentMatrix	GetCache
CdUp	GetThreadId	GetCurrentNode	PushPath
CdTop	InspectState	GetCurrentNodeId	PopPath
CdNext	IsSafeStep	GetCurrentPoint	PopPath
GetBranchNames	IsSameLocation	GetCurrentDirection	PushPoint
GetBranchNumbers	IsSameLocation	GetCurrentVolume	PopPoint
GetBranchOnlys	IsSamePoint	GetCldirChecked	PopPoint
GetNmany	IsStartSafe	GetCldir	PopDummy
CrossBoundaryAndIsStartSafe	IsStartSafe	GetDivMatrix	Class
FindNextBoundary	SetStep	GetNormal	Class_Name
FindNextDaughterBoundary	IsOnBoundary	GetLevel	IsA
FindNextBoundaryAndStep	IsOnBoundary	GetPath	ShowMembers
FindNode	IsEntering	GetStackLevel	
FindNode	IsExiting	SetCurrentPoint	
FindNormal	IsStepEntering	SetCurrentPoint	