

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@[[@]	

TGeoNodeCache	
fGeoCacheMaxLevels	fNode
fGeoCacheStackSize	fMatrix
fGeoInfoStackSize	fStack
fLevel	fMatrixBranch
fStackLevel	fMPB
fInfoLevel	fNodeBranch
fCurrentID	fInfoBranch
fIndex	fPWInfo
fIdBranch[100]	fNodeIdArray
fPath	fgIsA
fTop	
TGeoNodeCache	GetMakePWInfo
operator=	ReleaseInfo
TGeoNodeCache	GetLevel
TGeoNodeCache	GetPath
@~TGeoNodeCache	GetStackLevel
BuildIdArray	GetNodeId
BuildInfoBranch	HasIdArray
CdNode	IsDummy
CdDown	LocalToMaster
CdDown	MasterToLocal
CdTop	LocalToMasterVect
CdUp	MasterToLocalVect
FillIdBranch	LocalToMasterBomb
GetIdBranch	MasterToLocalBomb
GetBranch	PushState
GetBranchNames	PopState
GetBranchNumbers	PopState
GetBranchOnlys	PopDummy
GetMatrices	Refresh
GetCurrentMatrix	RestoreState
GetCurrentNodeId	Class
GetMother	Class_Name
GetMotherMatrix	IsA
GetNode	ShowMembers
GetTopNode	
GetInfo	