

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@[[@]	

TGeoPatternFinder	
kPatternReflected	fDivIndex
kPatternSpacedOut	fVolume
fStep	fThreadData
fStart	fThreadSize
fEnd	fgIsA
fNdivisions	
GetThreadData	GetStart
ClearThreadData	GetStep
CreateThreadData	GetEnd
TGeoPatternFinder	GetVolume
operator=	IsOnBoundary
TGeoPatternFinder	IsReflected
TGeoPatternFinder	IsSpacedOut
@~TGeoPatternFinder	MakeCopy
CreateMatrix	Reflect
cd	SetDivIndex
CdNext	SetNext
FindNode	SetRange
GetByteCount	SetSpacedOut
GetCurrent	SetVolume
GetDivIndex	UpdateMatrix
GetDivAxis	Class
GetMatrix	Class_Name
GetNdiv	IsA
GetNext	ShowMembers
GetNodeOffset	