

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@[2]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@-TNamed
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@[@]	

TNamed
fgIsA
fName
fTitle
Streamer
TNamed
TNamed
TNamed
operator=
@~TNamed
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA

TGeoVolume			
fNodes	fField	kVolumeReplicated	kVoxelsCyl
fShape	fOption	kVolumeSelected	kVolumeClone
fMedium	fNumber	kVolumeDiv	kVolumeAdded
fgDummyMedium	fNtotal	kVolumeOverlap	kVolumeOC
fFinder	fRefCount	kVolumeImportNodes	fgIsA
fVoxels	fUserExtension	kVolumeMulti	
fGeoManager	fFWExtension	kVoxelsXYZ	
TGeoVolume	ReplayCreation	GetGeoManager	SetAdded
operator=	SetUserExtension	GetMaterial	SetReplicated
ClearThreadData	SetFWExtension	GetMedium	SetCurrentPoint
CreateThreadData	GetRefCount	GetField	SetCylVoxels
TGeoVolume	GetUserExtension	GetFinder	SetNodes
TGeoVolume	GetFWExtension	GetVoxels	SetOverlappingCandidate
@~TGeoVolume	GrabUserExtension	GetIconName	SetShape
cd	GrabFWExtension	GetIndex	SetTransparency
Browse	Grab	GetNode	SetField
Capacity	Release	GetNode	SetOption
CheckShapes	ExecuteEvent	GetNodeIndex	SetAttVisibility
ClearNodes	IsActive	GetNumber	SetVisibility
ClearShape	IsActiveDaughter	GetObjectInfo	SetVisContainers
CleanAll	IsAdded	GetOptimalVoxels	SetVisLeaves
CloneVolume	IsOverlappingCandidate	GetOption	SetVisOnly
CloneNodesAndClone	IsReplicated	GetPointerName	SetLineColor
CheckGeometry	IsSelected	GetTransparency	SetLineStyle
CheckOverlaps	IsCylVoxels	GetShape	SetLineWidth
CheckShape	IsXYZVoxels	GrabFocus	SetInvisible
CountNodes	IsTopVolume	Gsord	SetMedium
Contains	IsValid	IsStyleDefault	SetVoxelFinder
CreateDummyMedium	IsVisible	InspectMaterial	SetFinder
DummyMedium	IsVisibleDaughter	InspectShape	SetNumber
IsAssembly	IsVisContainers	MakeCopyVolume	SetNtotal
IsFolder	IsVisLeaves	MakeCopyNodes	SortNodes
IsRunTime	IsVisOnly	MakeReflectedVolume	UnmarkSaved
IsVolumeMulti	IsAllInvisible	OptimizeVoxels	Valid
AddNode	IsRaytracing	RandomPoints	VisibleDaughters
AddNodeOffset	Import	RandomRays	InvisibleAll
AddNodeOverlap	Export	Raytrace	Voxelize
Divide	FindNode	RegisterYourself	Weight
DistancetoPrimitive	FindOverlaps	RemoveNode	WeightA
Draw	FindMatrixOfDaughters	SetNode	Class
DrawOnly	GetCurrentNodeIndex	SaveAs	Class_Name
LegoPlot	GetNextNodeIndex	SavePrimitive	IsA
Paint	GetNodes	SelectVolume	ShowMembers
Print	GetNdaughters	SetActivity	
PrintNodes	GetNtotal	SetActiveDaughters	
PrintVoxels	GetByteCount	SetAsTopVolume	

TGeoAtt			
kBitMask	kVisTouched	kActNone	kSaveNodesAtt
kVisOverride	kVisOnScreen	kActThis	fGeoAtt
kVisNone	kVisContainers	kActDaughters	fgIsA
kVisThis	kVisOnly	kUseBoundingBox	
kVisDaughters	kVisBranch	kUseVoxels	
kVisOneLevel	kVisRaytrace	kUseGsord	
kVisStreamed	kActOverride	kSavePrimitiveAtt	
TGeoAtt	SetVisLeaves	IsActiveDaughter	Class
TGeoAtt	SetVisOnly	IsVisRaytrace	Class_Name