

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@[[@]	

TGeoVoxelFinder	
kGeoInvalidVoxels	fYb
kGeoRebuildVoxels	fZb
fVolume	fOBx
flbx	fOBy
flby	fOBz
flbz	fOEx
fNboxes	fOEy
fNox	fOEz
fNoy	fExtraX
fNoz	fExtraY
fNex	fExtraZ
fNey	fNsliceX
fNez	fNsliceY
fNx	fNsliceZ
fNy	fIndcX
fNz	fIndcY
fPriority[3]	fIndcZ
fBoxes	fgIsA
fXb	
TGeoVoxelFinder	TGeoVoxelFinder
operator=	@~TGeoVoxelFinder
BuildVoxelLimits	DaughterToMother
GetExtraX	Efficiency
GetExtraY	GetCheckList
GetExtraZ	GetCheckList
GetIndices	GetNextCandidates
GetPriority	FindOverlaps
GetNcandidates	IsInvalid
GetValidExtra	NeedRebuild
GetValidExtra	GetBoxes
GetValidExtra	IsSafeVoxel
GetVoxelCandidates	Print
Intersect	PrintVoxelLimits
Intersect	SetInvalid
Intersect	SetNeedRebuild
IntersectAndStore	GetNextVoxel
IntersectAndStore	SortCrossedVoxels
IntersectAndStore	Voxelize
SortAll	Class
Union	Class_Name
Union	IsA
Union	ShowMembers
TGeoVoxelFinder	