

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@[@]	

TVirtualGeoPainter		
fgGeoPainter	kGeoVisBranch	kGeoBombSph
kGeoVisLevel	kGeoVisChanged	fgIsA
kGeoVisDefault	kGeoNoBomb	
kGeoVisLeaves	kGeoBombXYZ	
kGeoVisOnly	kGeoBombCyl	
TVirtualGeoPainter	ExecuteManagerEvents	SamplePoints
@~TVirtualGeoPainter	ExecuteVolumeEvents	SetBombFactors
AddSize3D	GetColor	SetClippingShape
AddTrack	GetNsegments	SetExplodedView
AddTrackPoint	GetBombFactors	SetGeoManager
BombTranslation	GetBombMode	SetIteratorPlugin
CheckPoint	GetDrawPath	SetCheckedNode
CheckShape	GetDrawnVolume	SetNsegments
CheckBoundaryError	GetTopVolume	SetNmeshPoints
CheckBoundaryReference	GetViewAngles	SetRaytracing
CheckGeometryFull	GetVisLevel	GeoPainter
CheckGeometry	GetVisOption	SetPainter
CheckOverlaps	GetVolumeInfo	SetTopVisible
CountVisibleNodes	GrabFocus	SetTopVolume
DefaultAngles	GetViewBox	SetVisLevel
DefaultColors	IsPaintingShape	SetVisOption
DistanceToPrimitive	IsRaytracing	ShapeDistancetoPrimitive
Draw	IsExplodedView	Test
DrawBatemanSol	LegoPlot	TestOverlaps
DrawShape	ModifiedPad	TestVoxels
DrawOnly	OpProgress	UnbombTranslation
DrawOverlap	Paint	Weight
DrawCurrentPoint	PaintNode	Class
DrawPanel	PaintShape	Class_Name
DrawPath	PaintOverlap	IsA
DrawPolygon	PrintOverlaps	ShowMembers
DrawVolume	PaintVolume	Streamer
EditGeometry	RandomPoints	StreamerNVirtual
EstimateCameraMove	RandomRays	
ExecuteShapeEvent	Raytrace	