TObject

fUniqueID **kIsReferenced** **kZombie**
fBits **kHasUUID** **kBitMask**
fgDtorOnly **kCannotPick** **kSingleKey**
fgObjectStat **kNoContextMenu** **kOverwrite**
kCanDelete **kInvalidObject** **kWriteDelete**
kMustCleanup **kIsOnHeap** **fgIsA**
~~kObjInCanvas~~ ~~kNotDeleted~~

@~TObject **GetOption** **operator new**
MakeZombie **GetObjectInfo** **operator new@[@]**
DoError **GetTitle** **operator delete**
TObject **HandleTimer** **operator delete@[@]**
TObject **Hash** **operator delete**
operator= **InheritsFrom** **operator delete@[@]**
AppendPad **InheritsFrom** **SetBit**
Browse **Inspect** **SetBit**
ClassName **IsFolder** **ResetBit**
Clear **IsEqual** **TestBit**
Clone **IsSortable** **TestBits**
Compare **IsOnHeap** **InvertBit**
Copy **IsZombie** **Info**
Delete **Notify** **Warning**
DistancetoPrimitive **Is** **Error**
Draw **Paint** **SysError**
DrawClass **Pop** **Fatal**
DrawClone **Print** **AbstractMethod**
Dump **Read** **MayNotUse**
Execute **RecursiveRemove** **GetDtorOnly**
Execute **SavePrimitive** **SetDtorOnly**
ExecuteEvent **SetDrawOption** **GetObjectStat**
FindObject **SetUniqueID** **SetObjectStat**
FindObject **UseCurrentStyle** **Class**
GetDrawOption **Write** **Class_Name**
GetUniqueID **Write** **IsA**
GetName **operator new** **ShowMembers**
GetIconName **operator new@[@]**

TGeoElementTable

fNelements
fList
fgIsA

@~TGeoElementTable
BuildDefaultElements
TGeoElementTable
TGeoElementTable
AddElement
FindElement
GetElement
GetNelements
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual