

Object		
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
DistancetoPrimitiveIs		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@[@]	

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

TGeoMatrix	
kGeoIdentity	kGeoSavePrimitive
kGeoTranslation	kGeoMatrixOwned
kGeoRotation	kGeoCombiTrans
kGeoScale	kGeoGenTrans
kGeoReflection	fgIsA
kGeoRegistered	
@~TGeoMatrix	Inverse
operator=	LocalToMaster
operator*	LocalToMasterVect
operator==	LocalToMasterBomb
IsIdentity	MasterToLocal
IsTranslation	MasterToLocalVect
IsRotation	MasterToLocalBomb
IsReflection	Print
IsScale	RotateX
IsCombi	RotateY
IsGeneral	RotateZ
IsRegistered	RegisterYourself
IsRotAboutZ	SetDefaultName
GetHomogenousMatrix	Class
GetPointerName	Class_Name
GetByteCount	IsA
GetTranslation	ShowMembers
GetRotationMatrix	
GetScale	

TGeoIdentity	
fgIsA	
@~TGeoIdentity	
TGeoIdentity	
TGeoIdentity	
Inverse	
LocalToMaster	
LocalToMasterVect	
MasterToLocal	
MasterToLocalVect	
LocalToMasterBomb	
MasterToLocalBomb	
GetTranslation	
GetRotationMatrix	
GetScale	
SavePrimitive	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	
StreamerNVirtual	