TObject

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

Methods:
@~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	Ls	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@[@]	

TVirtualGeoPainter

Fields:
fgGeoPainter	kGeoNoBomb
kGeoVisLevel	kGeoBombXYZ
kGeoVisDefault	kGeoBombCyl
kGeoVisLeaves	kGeoBombSph
kGeoVisOnly	fgIsA
kGeoVisBranch	

Methods:
@~TVirtualGeoPainter	IsoPlot
AddSize3D	ModifiedPad
AddTrack	Paint
AddTrackPoint	PaintNode
BombTranslation	PaintOverlap
CheckPoint	PrintOverlaps
CheckGeometry	RandomPoints
CheckOverlaps	RandomRays
CountVisibleNodes	Raytrace
DefaultAngles	SamplePoints
DefaultColors	SetBombFactors
DistanceToPrimitive	SetClippingShape
Draw	SetExplodedView
DrawOnly	SetGeoManager
DrawOverlap	SetNsegments
DrawCurrentPoint	SetRaytracing
DrawPanel	GeoPainter
DrawPath	SetPainter
EstimateCameraMove	SetTopVisible
ExecuteVolumeEvent	SetVisLevel
GetColor	SetVisOption
GetNsegments	ShapeDistancetoPrimitive
GetBombFactors	Test
GetBombMode	TestOverlaps
GetDrawPath	TestVoxels
GetDrawnVolume	UnbombTranslation
GetViewAngles	Weight
GetVisLevel	Class
GetVisOption	Class_Name
GetVolumeInfo	IsA
GrabFocus	ShowMembers
GetViewBox	Streamer
IsRaytracing	
IsExplodedView	

TGeoPainter

Fields:
fBombX	fVisOption	fMatrix
fBombY	fExplodedView	fGeoManager
fBombZ	fVisLock	fChecker
fBombR	fTopVisible	fClippingShape
fCheckedBox[6]	fPaintingOverlaps	fLastVolume
fMat[9]	fIsRaytracing	fVisVolumes
fNsegments	fVisBranch	fgIsA
fNVisNodes	fCheckedNode	
fVisLevel	fOverlap	

Methods:
@~TGeoPainter	GetBombFactors	Raytrace
DefineColors	GetBombMode	SamplePoints
LocalToMasterVect	GetCheckedNode	SetBombFactors
ClearVisibleVolumes	GetChecker	SetClippingShape
TGeoPainter	GetColor	SetExplodedView
AddSize3D	GetDrawPath	SetNsegments
AddTrack	GetDrawnVolume	SetGeoManager
AddTrackPoint	GetVisLevel	SetRaytracing
BombTranslation	GetVisOption	SetTopVisible
CheckGeometry	GetNsegments	SetVisLevel
CheckPoint	GrabFocus	SetVisOption
CheckOverlaps	GetViewBox	ShapeDistancetoPrimitive
CountVisibleNodes	GetViewAngles	Test
DefaultAngles	IsExplodedView	TestOverlaps
DefaultColors	IsRaytracing	TestVoxels
DistanceToPrimitive	IsoPlot	UnbombTranslation
Draw	ModifiedPad	Weight
DrawOverlap	Paint	Class
DrawCurrentPoint	PaintNode	Class_Name
DrawOnly	PaintShape	IsA
DrawPanel	PaintOverlap	ShowMembers
DrawPath	PrintOverlaps	Streamer
EstimateCameraMove	PaintPhysicalNode	
ExecuteVolumeEvent	RandomPoints	
GetVolumeInfo	RandomRays	