TObject

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

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

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
kGeoTranslation
kGeoRotation
kGeoScale
kGeoReflection
kGeoRegistered
kGeoSavePrimitive
kGeoMatrixOwned
kGeoCombiTrans
kGeoGenTrans
fgIsA

@~TGeoMatrix
operator=
operator*
operator==
IsIdentity
IsTranslation
IsRotation
IsReflection
IsScale
IsCombi
IsGeneral
IsRegistered
IsRotAboutZ
GetHomogenousMatrix
GetPointerName
GetByteCount
GetTranslation
GetRotationMatrix
GetScale
Inverse
LocalToMaster
LocalToMasterVect
LocalToMasterBomb
MasterToLocal
MasterToLocalVect
MasterToLocalBomb
Print
RotateX
RotateY
RotateZ
RegisterYourself
SetDefaultName
Class
Class_Name
IsA
ShowMembers

TGeoTranslation

fTranslation[3]
fgIsA

@~TGeoTranslation
TGeoTranslation
TGeoTranslation
TGeoTranslation
TGeoTranslation
TGeoTranslation
operator=
operator=
Add
Inverse
LocalToMaster
LocalToMasterVect
MasterToLocal
MasterToLocalVect
LocalToMasterBomb
MasterToLocalBomb
RotateX
RotateY
RotateZ
SavePrimitive
Subtract
SetTranslation
SetTranslation
SetDx
SetDy
SetDz
GetTranslation
GetRotationMatrix
GetScale
Class
Class_Name
IsA
ShowMembers