

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@[@]	

TGeoVoxelFinder

kGeoInvalidVoxels	fLimits[3]
fVolume	fBoxes
fNcandidates	fXb
fCurrentVoxel	fYb
flbx	fZb
flby	fOBx
flbz	fOBy
fNboxes	fOBz
fNox	fOEx
fNoy	fOEy
fNoz	fOEz
fNex	fIndX
fNey	fIndY
fNez	fIndZ
fNx	fExtraX
fNy	fExtraY
fNz	fExtraZ
fPriority[3]	fCheckList
fSlices[3]	fBits1
fInc[3]	fgIsA
flnmdir[3]	
@~TGeoVoxelFinder	IsSafeVoxel
TGeoVoxelFinder	Print
TGeoVoxelFinder	PrintVoxelLimits
BuildVoxelLimits	Intersect
CreateCheckList	Intersect
DaughterToMother	Intersect
Efficiency	IntersectAndStore
GetCheckList	IntersectAndStore
GetCheckList	IntersectAndStore
GetExtraX	SetInvalid
GetExtraY	SortAll
GetExtraZ	SortCrossedVoxels
GetIndices	Union
GetPriority	Union
GetNcandidates	Union
GetNextCandidates	Voxelize
GetNextVoxel	Class
GetValidExtra	Class_Name
GetValidExtra	IsA
GetValidExtra	ShowMembers
GetVoxelCandidates	Streamer
FindOverlaps	StreamerNVirtual
IsInvalid	
GetBoxes	