

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStack	SingleKey	
kIsOnHeap	kOverwrite	
@-TObject		
GetOption	operator new	
MakeZombie	GetObjectInfo	operator new@
DoError	GetTitle	operator delete
TObject	HandleTime	operator delete
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete
AppendPad	InheritsFrom	GetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistanceTo	Primitive	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRead	DtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOpt	SetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyles	
GetDrawOpt	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

TGeoManager									
fStep	fNormal[3]	fMaxVisNodes	IsStepExiting	fMatrixReflex	fMaterials	fMasterVolume	fOverlap	fClusters	
fSafety	fCldir	fCurrentTracks	IsOutside	fCache	fMedia	fCurrentMatrix	fDbfBuffer		
fLastSafety	fCldirCheck	fPdg	IsOnBoundary	fPrinter	fNodes	fGLMatrix	fLastPoint[3]		
fPhimin	fPoint	fPdgId[256]	IsSameLocal	fMatrices	fOverlaps	fUniqueVolume	fPaintVolume		
fPhimax	fDirection	fSearchOverlap	IsFullStep	fShapes	fBits	fClippingShapesA			
fTmin	fVisDensity	fCurrentOverlappingVoxels	fVolumes	fCurrentVolume	fModelArray				
fTmax	fExplodedVolume	fLoopVolume	IsGeomReady	fPhysicalNodes	fExpVolume	fIntSize			
fLevel	fVisOption	fStartSafe	fPhiCut	fGShapes	fCurrentNode	fDbfSize			
fNNodes	fVisLevel	IsEntering	fTimeCut	fGVolumes	fTopNode	fOverlapSize			
fPath	fNsegments	IsExiting	fDrawExtra	fTracks	fLastNode	fOverlapMark			
fParticleName	fNTracks	IsStepEntering	fMatrixTrans	fPinNames	fNextNode	fIntBuffer			
@-TGeoManager	IsBombTrack	SetOptions	Closed	Safety	IsStepExiting	GetMother	GetMaterial		
BuildCache	ClearAttribute	ViewLeaves	MakeArb8	SearchNodes	IsOutside	GetHMatrix	GetMaterial		
BuildIdArray	DefaultAngle	SaveAttribute	MakeBox	Step	IsOnBoundary	GetCurrentMatrix	GetCurrentMedium		
FindInCluster	DefaultColor	RestoreMasterVolume	MakeCone	SetCurrentTrack	IsFullStep	GetGLMatrix	GetMedium		
GetTouchedCut	ClippingShape	MaxVisNodes	IsCons	SetCurrentTrack	IsOutside	GetCurrentNode	GetMaterialIndex		
IsLoopingVolume	IsSegment	AnimateTrack	MakeCtub	GetNTracks	UpdateCurrentPosition	GetCurrentVolume			
Init	GetGeomPad	CheckGeom	MakeEltu	GetCurrentTrack	ClearGarbage	GetCurrentPoint	Volume		
SetLoopVolume	IsBainter	CheckOverlap	MakeGtra	GetLastTrack	ClearShape	GetCurrentDtor	IsOn		
SafetyOverlap	IsBombMode	CheckPoint	MakePara	GetLastPoint	ClearTracks	GetCurrentVolume	NNodes		
Voxelize	GetBombFactor	CurrentMatrix	MakePcon	GetTrack	RemoveMaterial	GetCldirCheck	GetCache		
TGeoManager	GetMaxVisNodes	DrawTracks	MakeParaboid	GetTrackIndex	ResetUserData	GetCldir	SetCache		
TGeoManager	GetTminTmax	SetParticleName	MakeHype	GetTrackOffset	CountNodes	GetNormal	SetAnimateTracks		
AddMaterial	GetTmax	GetParticleName	MakePgon	GetParentTrack	IsSolid	GetLevel	SizeOf		
AddOverlap	GetPaintVolume	DrawPath	MakeSphere	GetVirtualLevel	GetBits	GetPath	SelectTrackingMedia		
AddTransform	GetVisDensity	PrintOverlap	MakeTorus	GotoSafeLevel	GetByteCount	GetStackLevel	FlushPath		
AddShape	GetVisLevel	RandomPoint	MakeTrap	GetSafeLevel	GetIntBuffer	GetMasterVolume	FilePath		
AddTrack	GetVisOption	RandomRay	MakeTrd1	GetSafeDistance	GetDbfBuffer	GetTopVolume	FilePath		
AddVolume	IsInPhiRange	SamplePoint	MakeTrd2	GetStep	Export	GetTopNode	PushPoint		
ClearOverlap	IsDrawingText	MakeTube	IsAnimatingTracks	GetPhysicalNode	Point				
RegisterMatrix	IsVisLeavesTest	Overlap	MakeTubs	IsCheckingOverlapping	GetCurrentPoint	Point			
SortOverlap	ModifiedPadWeight	MakeXtru	IsMatrixTrans	GetListOfNodes	GetCurrentPoint	Dummy			
Browse	OptimizeVolume	IsDivision	MakePhysicalNode	IsMatrixReflex	GetListOfPhysicalNodes	Class			
cd	SetClippingMatrix	ClearPhysicalNodes	IsLocal	GetListOfOverlaps	GetCurrentDirection	Class			
CdNode	SetClippingMaterial	MakeTrack	IsSameLocal	GetListOfMaterials	GetCurrentDirection				
CdDown	SetExplodedVolume	MakeVolume	IsSameObj	GetListOfMaterials	GetCldirCheck	ShowMembers			
CdUp	SetPhiRange	Mixture	MakeVolume	IsStartSafe	GetListOfMaterials	ToMasterStream			
CdTop	SetNsegment	Medium	SetTopVolume	SetStartSafe	GetListOfMaterials	ToMasterStream	Virtual		
GetBranchNode	SetBombFactor	Nodes	FindNextBombNode	SetMatrixReflex	GetListOfShapes	MasterToLocal			
GetBranchNode	SetPaintVolume	Nodes	FindNode	SetMatrixReflex	GetListOfShapes	MasterToLocal			
GetBranchNode	SetTopVisibleVolume	Nodes	FindNode	SetStep	GetListOfMaterials	MasterToLocalVect			
GetPdgName	SetTminTmax	Volume	FindNormal	IsCurrentOverlapping	GetListOfTracks	MasterToLocalBomb			
SetPdgName	SetDrawExtra	VolumeArray	FindNormal	IsEntering	GetNode	MasterToMaster			
IsFolder	SetVisDensity	BuildDefaultMatrix	IsTracks	IsExiting	GetNode	TopToMaster			
BombTrack	SetVisLevel	CloseGeometry	IsTrack	IsStepEntering	GetNextNode	FindDuplicateMaterial			