

TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	

@~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	vs	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

fgGeoPainter	kGeoNoBomb
kGeoVisLevel	kGeoBombXYZ
kGeoVisDefault	kGeoBombCyl
kGeoVisLeaves	kGeoBombSph
kGeoVisOnly	fgIsA
kGeoVisBranch	

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

TGeoPainter

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

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