

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
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		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@[[]]	

TNamed
fName
fTitle
fglsA
@~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

TGeoVolume		
fNodes	fOption	kVolumeMulti
fShape	fNumber	kVoxelsXYZ
fMedium	fNtotal	kVoxelsCyl
fFinder	kVolumeDiv	kVolumeClone
fVoxels	kVolumeOverlap	fglsA
fField	kVolumeImportNodes	
@~TGeoVolume	IsVisible	RandomPoints
TGeoVolume	IsVisibleDaughter	RandomRays
TGeoVolume	IsAllInvisible	Raytrace
cd	IsRaytracing	SetAsTopVolume
Browse	FindNode	SetCurrentPoint
CheckShapes	FindOverlaps	SetCylVoxels
ClearNodes	FindMatrixOfDaughters	SetVolume
ClearShape	GetNodes	SetShape
CleanAll	GetNdaughters	SetTransparency
CloneVolume	GetNtotal	SetField
CheckGeometry	GetByteCount	SetOption
CheckOverlaps	GetMaterial	SetVisibility
CountNodes	GetMedium	SetLineColor
Contains	GetField	SetLineStyle
IsAssembly	GetFinder	SetLineWidth
IsFolder	GetVoxels	SetInvisible
IsRunTime	GetIndex	SetMedium
IsVolumeMulti	GetNode	SetVoxelFinder
AddNode	GetNode	SetFinder
AddNodeOffset	GetNodeIndex	SetNumber
AddNodeOverlap	GetNumber	SetNtotal
Divide	GetObjectInfo	SortNodes
DistancetoPrimitive	GetOptimalVoxels	Valid
Draw	GetOption	VisibleDaughters
DrawOnly	GetTransparency	InvisibleAll
LegoPlot	GetShape	Voxelize
Paint	GrabFocus	Weight
PrintNodes	Gsord	Class
PrintVoxels	IsStyleDefault	Class_Name
ExecuteEvent	InspectMaterial	IsA
IsCylVoxels	InspectShape	ShowMembers
IsXYZVoxels	MakeCopyVolume	Streamer
IsTopVolume	MakeCopyNodes	StreamerNVirtual
IsValid	OptimizeVoxels	

TGeoVolumeAssembly
fglsA
@~TGeoVolumeAssembly
TGeoVolumeAssembly
TGeoVolumeAssembly
IsAssembly
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGeoAtt		
kBitMask	kVisTouched	kUseVoxels
kVisOverride	kVisOnScreen	kUseGsord
kVisNone	kActOverride	fGeoAtt
kVisThis	kActNone	fglsA
kVisDaughters	kActThis	
kVisOneLevel	kActDaughters	
kVisStreamed	kUseBoundingBox	
@~TGeoAtt	SetVisStreamed	IsVisStreamed
TGeoAtt	SetVisTouched	IsVisTouched
TGeoAtt	SetActivity	Class
SetBit	SetActiveDaughters	Class_Name
SetBit	SetOptimization	IsA
ResetBit	IsActive	ShowMembers
TestBit	IsActiveDaughters	Streamer
SetVisibility	IsVisible	StreamerNVirtual
SetVisDaughters	IsVisDaughters	