

**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	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@[@]	

**TGeoCacheState**

fLevel  
 fStart  
 fldBranch[30]  
 fPoint  
 fOverlapping  
 fBranch  
 fMatrices  
 fgIsA

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@~TGeoCacheState  
 TGeoCacheState  
 TGeoCacheState  
 SetState  
 GetState  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual

**TGeoCacheStateDummy**

fNodeBranch  
 fMatrixBranch  
 fMatPtr  
 fgIsA

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@~TGeoCacheStateDummy  
 TGeoCacheStateDummy  
 TGeoCacheStateDummy  
 SetState  
 GetState  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual