

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	GetDtorOnly
ExecuteEvent	SetDrawOpt	GetObjectStat
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	fMatrixReflection	fMaterials	fMasterVolume	fInitBuffer		
fSafety	fCldir	fCurrentTracks	IsOutside	fCache	fMedia	fCurrentMatrix	fOverlap	fClusters	
fLastSafety	fCldirCheck	fNpdg	fIsOnBoundary	fPrinter	fNodes	fGLMatrix	fDbIBuffer		
fPhimin	fPoint	fPdgId[256]	fIsSameLocal	fMatrices	fOverlaps	fUniqueVolume	fBestPoint[3]		
fPhimax	fDirection	fSearchOverlaps	fNullStep	fShapes	fBits	fClippingShape	fPaintVolume		
fTmin	fVisDensity	fCurrentOverlaps	fVoxelVolumes	fCurrentVolume	fElementTable	fgIsA			
fTmax	fExplodedVolume	fLoopVolume	fGeomReady	fPhysicalNodes	fExpVolume	fNodeldArray			
fLevel	fVisOption	fStartSafe	fPhiCut	fGShapes	fCurrentNode	fIntSize			
fNNodes	fVisLevel	fIsEntering	fTimeCut	fGVolumes	fTopNode	fDbISize			
fPath	fNsegments	fIsExiting	fDrawExtra	fTracks	fLastNode	fOverlapSize			
fParticleName	fNTracks	fIsStepEntered	fMatrixTransp	fPdgNames	fNextNode	fOverlapMark			
@-TGeoManager	IsBombTrack	SetOptions	IsClosed	InitTrack	IsStepEntered	GetNode	MasterToTop		
BuildCache	ClearAttribute	ViewLeaves	MakeArb8	Safety	IsStepExiting	GetNodeld	TopToMaster		
BuildIdArray	DefaultAngle	SaveAttribute	MakeBox	SearchNodes	IsOutside	GetNextNode	FindDuplicate	Material	
FindInCluster	DefaultColor	RestoreMaster	MakeCone	Step	IsOnBoundary	GetMother	GetMaterial		
GetTouched	GetClippingShape	fMaxVisNodes	fIsCons	SetCurrentTrack	NullStep	GetHMatrix	GetMaterial		
IsLoopingVolume	GetSegment	AnimateTrack	MakeCtub	SetCurrentTrack	IsOutside	GetCurrentMatrix	Medium		
Init	GetGeomPad	CheckGeom	MakeEltu	GetNTracks	UpdateCurrent	GetMatrix	GetMedium		
SetLoopVolume	GetPainter	CheckOverlap	MakeGtra	GetCurrentTrack	ClearGarbage	GetCurrentMatrix	MaterialIndex		
SafetyOverlap	GetBombMode	CheckPoint	MakePara	GetLastTrack	ClearShape	GetCurrentNode	Volume		
Voxelize	GetBombFactor	DrawCurrent	MakePcon	GetLastPoint	ClearTracks	GetCurrentPaint	Volume		
TGeoManager	GetMaxVisNodes	DrawTracks	MakeParabola	GetTrack	RemoveMaterial	GetCurrentTrack	IdIn		
TGeoManager	GetTminTmax	SetParticleName	MakeHype	GetTrackIndex	ResetUserData	GetCurrentVolume	NNodes		
AddMaterial	GetTmax	GetParticleName	MakePgon	GetTrackOffset	CountNodes	GetCldirCheck	Cache		
AddOverlap	GetPaintVolume	DrawPath	MakeSphere	GetParentTrack	GetId	GetCldir	SetCache		
AddTransform	GetVisDensity	PrintOverlap	MakeTorus	GetVirtualLevel	GetBits	GetNormal	SetAnimateTracks		
AddShape	GetVisLevel	RandomPoint	MakeTrap	GotoSafeLevel	GetByteCount	GetLevel	SizeOf		
AddTrack	GetVisOption	RandomRay	MakeTrd1	GetSafeLevel	GetIntBuffer	GetPath	SelectTrackingMedia		
AddVolume	IsInPhiRange	SamplePoint	MakeTrd2	GetSafeDistance	GetObjBuffer	GetStackLevel	PushPath		
ClearOverlap	IsDrawing	Extend	MakeTube	GetStep	SetAllIndex	GetMasterVolume	PopPath		
RegisterMatrix	IsVisLeaves	TestOverlap	MakeTubs	IsAnimating	Export	GetTopVolume	PopPath		
SortOverlap	ModifiedPad	Weight	MakeXtru	IsCheckingOverlap	Export	GetTopNode	PushPoint		
Browse	OptimizeVolume	Division	MakePhysicalNode	IsMatrixTransp	IsStreaming	GetPhysicalNode	PopPoint		
cd	SetClipping	Matrix	ClearPhysicalNode	IsMatrixReflection	GetInstOfNode	GetCurrentPaint	PopPoint		
CdNode	SetClipping	Material	MakeTrack	IsSameLocal	GetListOfPhysicalNodes	GetCalNode	PopDummy		
CdDown	SetExploded	Volume	MakeVolume	IsSameLocal	GetListOfOverlaps	GetInstOfNode	PopClass		
CdUp	SetPhiRange	Mixture	MakeVolume	IsAtThePoint	GetListOfOverlaps	GetCurrentDtorOnly	Class_Name		
CdTop	SetNsegment	Medium	SetTopVolume	IsStartSafe	GetListOfMaterials	GetCurrentDtorOnly	Class_Name		
GetBranchNode	SetBombFactor	Node	FindNextBody	GetStartSafe	GetListOfMaterials	GetCldirCheck	ShowMembers		
GetBranchNode	SetPaintVolume	Node	FindNextData	GetMatrixReflection	GetInstOfNode	GetCurrentPaint	ShowMembers		
GetBranchNode	SetTopVisible	Volume	FindNode	SetMatrixReflection	GetInstOfNode	GetCurrentPaint	ShowMembers		
GetPdgName	SetTminTmax	Volume	FindNode	SetStep	GetListOfShapes	PopToMasterBomb			
SetPdgName	SetDrawExtra	PhysicalNode	FindNormal	IsCurrentOverlaps	GetInstOfNode	MasterToLocal			
IsFolder	SetVisDensity	BuildDefaultMatrix	IsNormal	IsEntering	GetListofTracks	MasterToLocalVect			
BombTransp	SetVisLevel	CloseGeometry	InitTrack	IsExiting	GetElementTable	MasterToLocalBomb			