

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
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

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

TGeoVolumeMulti
fVolumes
fDivision
fNamed
fNdiv
fAxis
fStart
fStep
fAttSet
fglsA
@~TGeoVolumeMulti
TGeoVolumeMulti
TGeoVolumeMulti
AddVolume
GetVolume
AddNode
AddNodeOverlap
Divide
GetLastShape
GetNvolumes
GetAxis
GetNdiv
GetStart
GetStep
IsVolumeMulti
MakeCopyVolume
SetLineColor
SetLineStyle
SetLineWidth
SetMedium
SetVisibility
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGeoAtt		
kBitMask	kVisTouched	kUseVoxels
kVisOverride	kVisOnScreen	kUseGsord
kVisNone	kActOverride	kSavePrimitiveAtt
kVisThis	kActNone	kSaveNodesAtt
kVisDaughters	kActThis	fGeoAtt
kVisOneLevel	kActDaughters	fglsA
kVisStreamed	kUseBoundingBox	
@~TGeoAtt	SetVisStreamed	IsVisStreamed
TGeoAtt	SetVisTouched	IsVisTouched
TGeoAtt	SetActivity	Class
SetAttBit	SetActiveDaughters	Class_Name
SetAttBit	SetOptimization	IsA
ResetAttBit	IsActive	ShowMembers
TestAttBit	IsActiveDaughters	Streamer