

TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
<hr/>		
@~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@[@]	

TNamed

fName	
fTitle	
fglsA	
<hr/>	
@~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	

TGeoMatrix

fglsA	
<hr/>	
@~TGeoMatrix	
operator=	
operator*	
operator==	
IsIdentity	
IsTranslation	
IsRotation	
IsReflection	
IsScale	
IsCombi	
IsGeneral	
IsRegistered	
IsRotAboutZ	
GetHomogenousMatrix	
GetByteCount	
GetTranslation	
GetRotationMatrix	
GetScale	
Inverse	
LocalToMaster	
LocalToMasterVect	
LocalToMasterBomb	
MasterToLocal	
MasterToLocalVect	
MasterToLocalBomb	
Print	
RotateX	
RotateY	
RotateZ	
RegisterYourself	
SetDefaultName	
Class	
Class_Name	
IsA	
ShowMembers	