

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@]	
GetOption	operator new	

TVirtualGeoPainter	
fgGeoPainter	kGeoNoBomb
kGeoVisLevel	kGeoBombXYZ
kGeoVisDefault	kGeoBombCyl
kGeoVisLeaves	kGeoBombSph
kGeoVisOnly	fgIsA
kGeoVisBranch	
kGeoVisChanged	
@~TVirtualGeoPainter	IsPaintingShape
AddSize3D	IsRaytracing
AddTrack	IsExplodedView
AddTrackPoint	LegoPlot
BombTranslation	ModifiedPad
Checkpoint	OpProgress
CheckGeometryFull	Paint
CheckGeometry	PaintNode
CheckOverlaps	PaintShape
CountVisibleNodes	PaintOverlap
DefaultAngles	PrintOverlaps
DefaultColors	PaintVolume
DistanceToPrimitive	RandomPoints
Draw	RandomRays
DrawBatemanSol	Raytrace
DrawShape	SamplePoints
DrawOnly	SetBombFactors
DrawOverlap	SetClippingShape
DrawCurrentPoint	SetExplodedView
DrawPanel	SetGeoManager
DrawPath	SetNsegments
DrawVolume	SetRaytracing
EditGeometry	GeoPainter
EstimateCameraMove	SetPainter
ExecuteShapeEvent	SetTopVisible
ExecuteManagerEvent	SetTopVolume
ExecuteVolumeEvent	SetVisLevel
GetColor	SetVisOption
GetNsegments	ShapeDistancetoPrimitive
GetBombFactors	Test
GetBombMode	TestOverlaps
GetDrawPath	TestVoxels
GetDrawnVolume	UnbombTranslation
GetTopVolume	Weight
GetViewAngles	Class
GetVisLevel	Class_Name
GetVisOption	IsA
GetVolumeInfo	ShowMembers
GrabFocus	Streamer
GetViewBox	