

TNamed
fName
fTitle
fglsA
@~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

TDataSet	
kContinue	fParent
kPrune	fList
kStop	kMark
kUp	kArray
kStruct	kSet
kAll	kReset
kRefs	fglsA
kMarked	
fgMainSet	
@~TDataSet	instance
operator=	Path
SetMother	Pass
TDataSet	Pass
AddMain	PrintContents
SortIt	Purge
SortIt	Remove
GetRealParent	RemoveAt
MakeCollection	SetMother
TDataSet	SetObject
TDataSet	SetParent
TDataSet	SetWrite
Add	Shunt
AddAt	Sort
AddAtAndExpand	IsEmpty
AddFirst	IsFolder
AddLast	IsMarked
At	IsThisDir
Browse	Last
Clone	Is
Delete	Is
Find	Mark
FindByName	UnMark
FindByPath	MarkAll
FindByTitle	UnMarkAll
FindObject	InvertAllMarks
FindObject	Mark
First	Next
GetObjArray	Prev
GetCollection	Update
GetList	Update
GetListSize	Write
GetMainSet	Write
GetMother	Class
GetObject	Class_Name
GetParent	IsA
HasData	ShowMembers
Instance	

TObjectSet
kIsOwner
fObj
fglsA
@~TObjectSet
TObjectSet
TObjectSet
AddObject
Browse
Delete
DoOwner
HasData
GetObject
Instance
IsOwner
SetObject
SetObject
instance
Class
Class_Name
IsA
ShowMembers
Streamer

TVolume	
kBothVisible	fListOfShapes
kSonUnvisible	fOption
kThisUnvisible	fVisibility
kNoneVisible	fglsA
fShape	
@~TVolume	GetIdentity
Add	GetObjectInfo
Add	GetOption
Add	GetShape
DistancetoNodePrimitive	GetListOfShapes
SetPositionsList	GetLocalRange
PaintNodePosition	GetVisibility
TVolume	GetListOfPositions
TVolume	Hash
TVolume	ImportShapeAttribute
TVolume	IsMarked
Add	Is3D
Add	Nodes
MapStNode2GEANTVPaint	Paint
MapGEANT2StNodeVPaint	PaintShape
Add	SetVisibility
Browse	Sizeof3D
CreateTNode	Class
DeletePosition	Class_Name
DistancetoPrimitive	IsA
Draw	ShowMembers
DrawOnly	Streamer
ExecuteEvent	

TAttLine	
fLineColor	fglsA
fLineStyle	
fLineWidth	
@~TAttLine	SetLineAttributes
TAttLine	SetLineColor
TAttLine	SetLineStyle
Copy	SetLineWidth
DistancetoLine	Class
GetLineColor	Class_Name
GetLineStyle	IsA
GetLineWidth	ShowMembers
Modify	Streamer
ResetAttLine	StreamerNVirtual
SaveLineAttributes	

TAttFill	
fFillColor	fglsA
fFillStyle	
@~TAttFill	SetFillAttributes
TAttFill	SetFillColor
TAttFill	SetFillStyle
Copy	Class
GetFillColor	Class_Name
GetFillStyle	IsA
IsTransparent	ShowMembers
Modify	Streamer
ResetAttFill	StreamerNVirtual
SaveFillAttributes	

TAtt3D	
fColor	