

TObject		
fUniqueId	kIsReference	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	SingleKey
fgObjectStat	kNoContext	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanUp	kOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@-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	SetBit
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	kDtorOnly
Execute	SavePrimitive	kDtorOnly
ExecuteEvent	SetDrawOptions	SetObjectStat
FindObject	SetUniqueId	SetObjectStat
FindObject	UseCurrentStyle	
GetDrawOptions	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	fIsStepExiting	fMatrixReflected	fMaterials	fMasterVolume	fInitBuffer		
fSafety	fCldir	fCurrentTracks	fIsOutside	fCache	fMedia	fCurrentMatrix	fOverlapClusters		
fLastSafety	fCldirCheck	fNpdg	fIsOnBoundary	fPrinter	fNodes	fGLMatrix	fNLevel		
fPhimin	fPoint	fPdgId[256]	fIsSameLocation	fMatrices	fOverlaps	fUniqueVolume	fInitBuffer		
fPhimax	fDirection	fSearchOverlap	fIsNullStep	fShapes	fBits	fClippingShape	fBestPoint[3]		
fTmin	fVisDensity	fCurrentOverlappingVoxels	fVolumes	fCurrentVolumeElementTable	fPaintVolume				
fTmax	fExplodedVolume	fLoopVolume	fIsGeomReady	fPhysicalNodes	fExpVolume	fNodeIdArray	fHashVolumes		
fLevel	fVisOption	fStartSafe	fPhiCut	fGShapes	fCurrentNodeIntSize	fHashGVolumes			
fNNodes	fVisLevel	fIsEntering	fTimeCut	fGVolumes	fTopNode	fDbISize	fgIsA		
fPath	fNsegments	fIsExiting	fDrawExtra	fTracks	fLastNode	fOverlapSize			
fParticleName	fNTracks	fIsStepEntered	fMatrixTransform	fPdgNames	fNextNode	fOverlapMark			
@-TGeoManager									
BuildCache	ClearAttributes	ViewLeaves	MakeArb8	Safety	IsStepExiting	GetNodeId	MasterToTop		
BuildIdArray	DefaultAngle	SaveAttributes	MakeBox	SearchNodes	Outside	GetNextNode	FindDuplicateMaterial		
FindInCluster	DefaultColor	RestoreMasterVolume	MakeCone	Step	IsOnBoundary	GetMother	FindVolumeFast		
GetTouchedCells	fClippingShape	fMaxVisNodes	fIsCons	SetCurrentTrack	fNullStep	GetHMatrix	GetMaterial		
IsLoopingVolume	fNsegments	fAnimateTrack	MakeCtub	SetCurrentTrack	fIsOutside	GetCurrentMaterial	Material		
Init	GetGeomPath	CheckGeom	MakeEltu	GetNTracks	UpdateCurrentTrack	fIsMatrix	GetMedium		
SetLoopVolume	GetBainter	CheckOverlap	MakeGtra	GetCurrentTrack	ClearGarbage	GetCurrentTrack	Medium		
SafetyOverlap	GetBombMode	CheckPoint	MakePara	GetLastTrack	ClearShape	GetCurrentTrack	MaterialIndex		
Voxelize	GetBombFactor	DrawCurrentTrack	MakePcon	GetLastPoint	ClearTracks	GetCurrentTrack	Volume		
TGeoManager	GetMaxVisNodes	DrawTracks	MakeParaboloidTrack	RemoveMaterial	GetCurrentTrack	DrawVolume			
TGeoManager	GetTminTmax	SetParticleName	MakeHype	GetTrackIndex	ResetUserData	GetCurrentTrack	Volume		
AddMaterial	GetTmax	GetParticleName	MakePgon	GetTrackOffset	CountNodes	GetCldirCheck	SetNNodes		
AddOverlap	GetPaintVolume	DrawPath	MakeSphere	GetParentTrack	fIsOld	GetCldir	GetCache		
AddTransform	GetVisDensity	PrintOverlap	MakeTorus	GetVirtualCell	GetBits	GetNormal	SetCache		
AddShape	GetVisLevel	RandomPoint	MakeTrap	GotoSafeLevel	GetByteCount	GetLevel	SetAnimateTracks		
AddTrack	GetVisOptions	RandomRay	MakeTrd1	GetSafeLevel	GetIntBuffer	GetPath	SizeOf		
AddVolume	IsInPhiRange	SamplePoint	MakeTrd2	GetSafeDistance	GetDbIBuffer	GetStackLevel	SelectTrackingMedia		
ClearOverlaps	DrawingExtent		MakeTube	GetStep	SetAllIndex	GetMasterVolume	FullPath		
RegisterMatrix	fVisLeaves	TestOverlap	MakeTubs	IsAnimatingTracks	Expires	GetTopVolume	PopPath		
SortOverlap	ModifiedPadWeight		MakeXtru	IsCheckingOverlaps	Overlaps	GetTopNode	PopPath		
Browse	OptimizeVolume	Division	MakePhysicalNodes	IsMatrixTransform	IsStreamingContext	fPhysicalNodes	NodePoint		
cd	SetClipping	Matrix	ClearPhysicalNodes	IsMatrixReflected	GetNbistOfNodes	GetCurrentPB	PopPoint		
CdNode	SetClipping	Material	MakeTrack	IsSameLocation	GetListOfPhysicalNodes	SetCurrentPB	PopPoint		
CdDown	SetExplodedVolume		MakeVolume	fSampling	GetListOfOverlaps	SetLastPoint	PopDummy		
CdUp	SetPhiRange	Mixture	MakeVolume	fIsAtThePoint	GetListOfMaterials	SetCurrentDC	Session		
CdTop	SetNsegment	Medium	SetTopVolume	IsStartSafe	GetListOfMaterials	SetCurrentDC	SessionName		
GetBranchNodes	SetBombFactor	Node	FindNextBranch	SetStartSafe	GetListOfMaterials	GetCldirCheck	Set		
GetBranchNodes	SetPaintVolume	Node	FindNextData	SetMatrixReflected	GetNbistOfVolumes	fToMasterShowMembers			
GetBranchNodes	SetTopVisibleVolume		FindNode	SetMatrixReflected	GetNbistOfVolumes	fToMasterShowMembers			
GetPdgName	SetTminTmax	Volume	FindNode	SetStep	GetListOfShapes	fToMasterShowMembers			
SetPdgName	SetDrawExtra	Volume	FindNormal	IsCurrentOverlapping	Clipping	fToMasterShowMembers			
IsFolder	SetVisDensity	BuildDefaultMatrix	IsNormal	fIsEntering	GetListOfTracks	MasterToLocalVect			
BombTransform	SetVisLevel	CloseGeometry	IsTrack	IsExiting	GetElementTable	MasterToLocalBomb			