

TObject			TNamed		TGeoMatrix		TGeoCombiTrans
fUniqueID	kIsReferenced	kZombie	fName	kGeoIdentity	kGeoSavePrimitive	fTranslation[3]	
fBits	kHasUUID	kBitMask	fTitle	kGeoTranslation	kGeoMatrixOwned	fRotation	
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	kGeoRotation	kGeoCombiTrans	fgIsA	
fgObjectStat	kNoContextMenu	kOverwrite		kGeoScale	kGeoGenTrans		
kCanDelete	kInvalidObject	kWriteDelete	@~TNamed	kGeoReflection	fgIsA		
kMustCleanup	kIsOnHeap	fgIsA	TNamed	kGeoRegistered			
kObjInCanvas	kNotDeleted		TNamed				
@~TObject	GetOption	operator new	TNamed				
MakeZombie	GetObjectInfo	operator new@[@]	TNamed				
DoError	GetTitle	operator delete	operator=	Inverse			
TObject	HandleTimer	operator delete@[@]	operator*=	LocalToMaster			
TObject	Hash	operator delete	Clear	LocalToMasterVect			
operator=	InheritsFrom	operator delete@[@]	Clone	LocalToMasterBomb			
AppendPad	InheritsFrom	SetBit	Compare	MasterToLocal			
Browse	Inspect	SetBit	Copy	MasterToLocalVect			
ClassName	IsFolder	ResetBit	FillBuffer	MasterToLocalBomb			
Clear	IsEqual	TestBit	GetName	operator=			
Clone	IsSortable	TestBits	GetTitle	operator=			
Compare	IsOnHeap	InvertBit	Hash	Clear			
Copy	IsZombie	Info	IsSortable	Inverse			
Delete	Notify	Warning	SetName	RegisterYourself			
DistantcetoPrimitives		Error	SetNameTitle	RotateX			
Draw	Paint	SysError	SetTitle	RotateY			
DrawClass	Pop	Fatal	Is	RotateZ			
DrawClone	Print	AbstractMethod	Print	SetDefaultName			
Dump	Read	MayNotUse	Sizeof	GetHomogenousMatrix			
Execute	RecursiveRemove	GetDtorOnly	Class	GetPointerName	Class_Name		
Execute	SavePrimitive	SetDtorOnly	Class_Name	GetByteCount	IsA		
ExecuteEvent	SetDrawOption	GetObjectStat	IsA	GetTranslation	ShowMembers		
FindObject	SetUniqueId	SetObjectStat	ShowMembers	GetRotationMatrix			
FindObject	UseCurrentStyle	Class		GetScale			
GetDrawOption	Write	Class_Name					
GetUniqueId	Write	IsA					
GetName	operator new	ShowMembers					
GetIconName	operator new@[@]						