

TObject			TGeoBoolNode	TGeoUnion
fUniqueID	kIsReferenced	kZombie	kGeoUnion	fgIsA
fBits	kHasUUID	kBitMask	kGeoIntersection	@~TGeoUnion
fgDtorOnly	kCannotPick	kSingleKey	kGeoSubtraction	TGeoUnion
fgObjectStat	kNoContextMenu	kOverwrite	fSelected	TGeoUnion
kCanDelete	kInvalObject	kWriteDelete	fLeft	TGeoUnion
kMustCleanup	kIsOnHeap	fgIsA	fRight	ComputeBBox
kObjInCanvas	kNotDeleted		fLeftMat	ComputeNormal
			fRightMat	Contains
			fgIsA	DistanceToPrimitive
@~TObject	GetOption	operator new		DistFromInside
MakeZombie	GetObjectInfo	operator new[@[@]]		DistFromOutside
DoError	GetTitle	operator delete		GetBooleanOperator
TObject	HandleTimer	operator delete[@[@]]		GetNpoints
TObject	Hash	operator delete		Safety
operator=	InheritsFrom	operator delete[@[@]]		SavePrimitive
AppendPad	InheritsFrom	SetBit		SetPoints
Browse	Inspect	SetBit		SetPoints
ClassName	IsFolder	ResetBit		Sizeof3D
Clear	isEqual	TestBit		Paint
Clone	IsSortable	TestBits		Class
Compare	IsOnHeap	InvertBit		Class_Name
Copy	IsZombie	Info		IsA
Delete	Notify	Warning		ShowMembers
DistancetoPrimitive	Is	Error		Streamer
Draw	Paint	SysError		StreamerNVirtual
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[@[@]]			