TObject

Fields:
fUniqueID, fBits, fgDtorOnly, fgObjectStat, kCanDelete, kMustCleanup, kObjInCanvas, kIsReferenced, kHasUUID, kCannotPick, kNoContextMenu, kInvalidObject, kIsOnHeap, kNotDeleted, kZombie, kBitMask, kSingleKey, kOverwrite, kWriteDelete, fgIsA

Methods:
@~TObject, MakeZombie, DoError, TObject, TObject, operator=, AppendPad, Browse, ClassName, Clear, Clone, Compare, Copy, Delete, DistancetoPrimitive, Draw, DrawClass, DrawClone, Dump, Execute, Execute, ExecuteEvent, FindObject, FindObject, GetDrawOption, GetUniqueID, GetName, GetIconName, GetOption, GetObjectInfo, GetTitle, HandleTimer, Hash, InheritsFrom, InheritsFrom, Inspect, IsFolder, IsEqual, IsSortable, IsOnHeap, IsZombie, Notify, Is, Paint, Pop, Print, Read, RecursiveRemove, SavePrimitive, SetDrawOption, SetUniqueID, UseCurrentStyle, Write, Write, operator new, operator new@[@], operator new, operator new@[@], operator delete, operator delete@[@], operator delete, operator delete@[@], SetBit, SetBit, ResetBit, TestBit, TestBits, InvertBit, Info, Warning, Error, SysError, Fatal, AbstractMethod, MayNotUse, GetDtorOnly, SetDtorOnly, GetObjectStat, SetObjectStat, Class, Class_Name, IsA, ShowMembers

TVirtualGeoPainter

Fields:
fgGeoPainter, kGeoVisLevel, kGeoVisDefault, kGeoVisLeaves, kGeoVisOnly, kGeoVisBranch, kGeoNoBomb, kGeoBombXYZ, kGeoBombCyl, kGeoBombSph, fgIsA

Methods:
@~TVirtualGeoPainter, AddSize3D, AddTrack, AddTrackPoint, BombTranslation, CheckPoint, CheckGeometry, CheckOverlaps, CountVisibleNodes, DefaultAngles, DefaultColors, DistanceToPrimitive, Draw, DrawOnly, DrawOverlap, DrawCurrentPoint, DrawPanel, DrawPath, EstimateCameraMove, ExecuteVolumeEvent, GetColor, GetNsegments, GetBombFactors, GetBombMode, GetDrawPath, GetDrawnVolume, GetViewAngles, GetVisLevel, GetVisOption, GetVolumeInfo, GrabFocus, GetViewBox, IsRaytracing, IsExplodedView, LegoPlot, ModifiedPad, Paint, PaintNode, PaintOverlap, PrintOverlaps, RandomPoints, RandomRays, Raytrace, SamplePoints, SetBombFactors, SetClippingShape, SetExplodedView, SetGeoManager, SetNsegments, SetRaytracing, GeoPainter, SetPainter, SetTopVisible, SetVisLevel, SetVisOption, ShapeDistancetoPrimitive, Test, TestOverlaps, TestVoxels, UnbombTranslation, Weight, Class, Class_Name, IsA, ShowMembers, Streamer

TGeoPainter

Fields:
fBombX, fBombY, fBombZ, fBombR, fCheckedBox[6], fMat[9], fNsegments, fNVisNodes, fVisLevel, fVisOption, fExplodedView, fVisLock, fTopVisible, fPaintingOverlaps, fIsRaytracing, fVisBranch, fCheckedNode, fOverlap, fMatrix, fGeoManager, fChecker, fClippingShape, fLastVolume, fVisVolumes, fgIsA

Methods:
@~TGeoPainter, DefineColors, LocalToMasterVect, ClearVisibleVolumes, TGeoPainter, AddSize3D, AddTrack, AddTrackPoint, BombTranslation, CheckGeometry, CheckPoint, CheckOverlaps, CountVisibleNodes, DefaultAngles, DefaultColors, DistanceToPrimitive, Draw, DrawOverlap, DrawCurrentPoint, DrawOnly, DrawPanel, DrawPath, EstimateCameraMove, ExecuteVolumeEvent, GetVolumeInfo, GetBombFactors, GetBombMode, GetCheckedNode, GetChecker, GetColor, GetDrawPath, GetDrawnVolume, GetVisLevel, GetVisOption, GetNsegments, GrabFocus, GetViewBox, GetViewAngles, IsExplodedView, IsRaytracing, LegoPlot, ModifiedPad, Paint, PaintNode, PaintShape, PaintOverlap, PrintOverlaps, PaintPhysicalNode, RandomPoints, RandomRays, Raytrace, SamplePoints, SetBombFactors, SetClippingShape, SetExplodedView, SetNsegments, SetGeoManager, SetRaytracing, SetTopVisible, SetVisLevel, SetVisOption, ShapeDistancetoPrimitive, Test, TestOverlaps, TestVoxels, UnbombTranslation, Weight, Class, Class_Name, IsA, ShowMembers, Streamer