

TObject			TGeoPatternFinder			TGeoPatternZ		
fUniqueID	kIsReferenced	kZombie	fStep	fglsA		@~TGeoPatternZ		
fBits	kHasUUID	kBitMask	fStart	TGeoPatternZ		TGeoPatternZ		
fgDtorOnly	kCannotPick	kSingleKey	fEnd	TGeoPatternZ		TGeoPatternZ		
fgObjectStat	kNoContextMenu	kOverwrite	fCurrent	TGeoPatternZ		TGeoPatternZ		
kCanDelete	kInvalObject	kWriteDelete	fNdivisions	TGeoPatternZ		TGeoPatternZ		
kMustCleanup	kIsOnHeap	fglsA	fDivIndex	cd		cd		
kObjInCanvas	kNotDeleted		fMatrix	FindNode		FindNode		
@~TObject	GetOption	operator new	fVolume	SavePrimitive		SavePrimitive		
MakeZombie	GetObjectInfo	operator new[@@]	fglsA	Class		Class		
DoError	GetTitle	operator delete	@~TGeoPatternFinder	Class_Name		Class_Name		
TObject	HandleTimer	operator delete[@@]	TGeoPatternFinder	IsA		IsA		
TObject	Hash	operator delete	TGeoPatternFinder	ShowMembers		ShowMembers		
operator=	InheritsFrom	operator delete[@@]	cd	Streamer		Streamer		
AppendPad	InheritsFrom	SetBit	GetByteCount	StreamerNVirtual		StreamerNVirtual		
Browse	Inspect	SetBit	GetCurrent					
ClassName	IsFolder	ResetBit	GetDivIndex					
Clear	isEqual	TestBit	GetMatrix					
Clone	IsSortable	TestBits	GetNdiv					
Compare	IsOnHeap	InvertBit	GetNodeOffset					
Copy	IsZombie	Info	GetStart					
Delete	Notify	Warning	GetStep					
DistancetoPrimitive	Is	Error	GetEnd					
Draw	Paint	SysError	GetVolume					
DrawClass	Pop	Fatal	FindNode					
DrawClone	Print	AbstractMethod	SetDivIndex					
Dump	Read	MayNotUse	SetVolume					
Execute	RecursiveRemove	GetDtorOnly	Class					
Execute	SavePrimitive	SetDtorOnly	Class_Name					
ExecuteEvent	SetDrawOption	GetObjectStat	IsA					
FindObject	SetUniqueId	SetObjectStat	ShowMembers					
FindObject	UseCurrentStyle	Class	Streamer					
GetDrawOption	Write	Class_Name	StreamerNVirtual					
GetUniqueId	Write	IsA						
GetName	operator new	ShowMembers						
GetIconName	operator new[@@]							