

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistanceToPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	GetDtorOnly
Execute	SaveAs	SetDtorOnly
Execute	SavePrimitive	GetObjectStat
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	Class
FindObject	UseCurrentStyle	Class_Name
GetDrawOption	Write	IsA
GetUniqueID	Write	ShowMembers
GetName	operator new	
GetIconName	operator new@[@@]	
GetOption	operator new	

TGeoNavigator			
fStep	fNmany	fIsStepEntering	fTopNode
fSafety	fNextDaughterIndex	fIsStepExiting	fLastNode
fLastSafety	fOverlapSize	fIsOutside	fNextNode
fNormal[3]	fOverlapMark	fIsOnBoundary	fBackupState
fCldir[3]	fOverlapClusters	fIsSameLocation	fCurrentMatrix
fCldirChecked[3]	fSearchOverlaps	fIsNullStep	fGlobalMatrix
fPoint[3]	fCurrentOverlappingGeometry	fPath	
fDirection[3]	fStartSafe	fCache	fgIsA
fLastPoint[3]	fIsEntering	fCurrentVolume	
fLevel	fIsExiting	fCurrentNode	
@~TGeoNavigator	FindNormal	IsStepEntering	SetCurrentPoint
TGeoNavigator	FindNormalFast	IsStepExiting	SetLastPoint
operator=	InitTrack	IsOutside	SetCurrentDirection
FindInCluster	InitTrack	IsOnBoundary	SetCurrentDirection
GetTouchedCluster	ResetState	IsNullStep	SetCldirChecked
CrossDivisionCell	ResetAll	SetCheckingOverlaps	LocalToMasterVector
SafetyOverlaps	Safety	SetOutside	LocalToMasterVector
TGeoNavigator	SearchNode	DoBackupState	LocalToMasterVolume
TGeoNavigator	Step	DoRestoreState	MasterToLocalVector
BuildCache	GetLastPoint	GetNodeId	MasterToLocalVector
cd	GetVirtualLevel	GetNextNode	MasterToLocalVolume
CheckPath	GotoSafeLevel	GetMother	MasterToTop
CdNode	GetSafeLevel	GetMotherMatrix	TopToMaster
CdDown	GetSafeDistance	GetHMatrix	GetCache
CdUp	GetLastSafety	GetCurrentMatrix	PushPath
CdTop	GetStep	GetCurrentNode	PopPath
CdNext	InspectState	GetCurrentNodeId	PopPath
GetBranchNames	IsSameLocation	GetCurrentPoint	PushPoint
GetBranchNumbers	IsSameLocation	GetCurrentDirection	PopPoint
GetBranchOnlys	IsSamePoint	GetCurrentVolume	PopPoint
GetNmany	IsStartSafe	GetCldirChecked	PopDummy
CrossBoundaryAndSafe	SetStartSafe	GetCldir	Class
FindNextBoundary	GetStep	GetNormal	Class_Name
FindNextDaughter	IsCheckingOverlaps	GetLevel	IsA
FindNextBoundary	IsOutsideOverlaps	GetPath	ShowMembers
FindNode	IsEntering	GetStackLevel	
FindNode	IsExiting	SetCurrentPoint	

TUCNGeoNavigator	
fgTolerance	
fgMaxSteps	
fUCNGeometry	
fUCNNextNode	
fUCNNormal[3]	
fStepTime	
fUCNIsStepEntering	
fUCNIsStepExiting	
fUCNIsOutside	
fUCNIsOnBoundary	
fgIsA	
@~TUCNGeoNavigator	
TUCNGeoNavigator	
TUCNGeoNavigator	
TUCNGeoNavigator	
TUCNGeoNavigator	
IsUCNStepEntering	
IsUCNStepExiting	
IsUCNOutside	
IsUCNOnBoundary	
FindUCNNormal	
GetNormal	
FindNextDaughterBoundary	
FindNextBoundaryAndStep	
CrossUCNBoundaryAndLoc	
SearchUCNNode	
DetermineNextStepTime	
GetStepTime	
SetStepTime	
PropagateTrack	
Bounce	
SpecularBounce	
DiffuseBounce	
UpdateTrack	
Class	
Class_Name	
IsA	
ShowMembers	