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	

TGeoBuilder

fgInstance	fgIsA
fGeometry	

@~TGeoBuilder	MakeTrap
TGeoBuilder	MakeTrd1
TGeoBuilder	MakeTrd2
operator=	MakeTube
SetGeometry	MakeTubs
Instance	MakeXtru
AddMaterial	MakeVolumeAssembly
AddTransformation	MakeVolumeMulti
AddShape	Division
RegisterMatrix	Matrix
MakeArb8	Material
MakeBox	Mixture
MakeCone	Mixture
MakeCons	Medium
MakeCtub	Node
MakeEltu	Node
MakeGtra	Volume
MakePara	Volume
MakePcon	Class
MakeParaboloid	Class_Name
MakeHype	IsA
MakePgon	ShowMembers
MakeSphere	
MakeTorus	

TUCNGeoBuilder

fgUCNInstance	
fUCNGeometry	
fgIsA	

@~TUCNGeoBuilder
TUCNGeoBuilder
TUCNGeoBuilder
operator=
SetUCNGeometry
UCNInstance
MakeUCNBox
MakeUCNTube
Class
Class_Name
IsA
ShowMembers