TObject

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

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

TNamed

fName
fTitle
fgIsA

@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

RooAbsArg

Activate, _clientList, _inhibitDirty
DeActivate, _clientListShape, _deleteWatch
ConfigChange, _clientListValue, _nameLength
ValueChange, _proxyList, _valueDirty
Auto, _clientShapeIter, _shapeDirty
AClean, _clientValueIter, _operMode
ADirty, _attribList, fgIsA
_serverList, _verboseDirty

@~RooAbsArg, getDependents, setValueDirty
clone, getDependents, setShapeDirty
Clone, dependentOverlaps, clearValueDirty
isDerived, dependentOverlaps, clearShapeDirty
isCloneOf, checkDependents, redirectServers
dependsOn, recursiveCheckDependents, recursiveRedirectSe
dependsOn, attachDataSet, redirectServersHook
overlaps, readFromStream, serverNameChange
clientIterator, writeToStream, addServer
valueClientIterator, printToStream, addServerList
shapeClientIterator, Print, replaceServer
serverIterator, setAttribute, changeServer
findServer, getAttribute, removeServer
findServer, attribIterator, findNewServer
findServer, isConstant, registerProxy
isValueServer, Compare, registerProxy
isValueServer, IsSortable, registerProxy
isShapeServer, verboseDirty, unRegisterProxy
isShapeServer, copyList, unRegisterProxy
leafNodeServerList, printDirty, unRegisterProxy
branchNodeServerList, setDirtyInhibit, getProxy
treeNodeServerList, operator==, setProxyNormSet
isFundamental, nameFieldLength, numProxies
createFundamental, inRange, printAttribList
isLValue, hasRange, syncCache
getParameters, constOptimize, copyCache
getParameters, printCompactTree, attachToTree
getParameters, printCompactTree, setTreeBranchStatus
getParameters, printCompactTreeHook, fillTreeBranch
getObservables, setDeleteWatch, cleanBranchName
getObservables, deleteWatch, crc32
getObservables, setOperMode, setValueDirty
getObservables, operModeHook, setShapeDirty
observableOverlaps, operMode, Class
observableOverlaps, isValid, Class_Name
checkObservables, getParametersHook, IsA
recursiveCheckObservables, getObservablesHook, ShowMembers
getComponents, isShapeDirty
getDependents, isValueDirty

RooAbsString

_len
_value
fgIsA

@~RooAbsString
getVal
operator==
operator==
readFromStream
writeToStream
printToStream
createFundamental
traceEval
traceEvalHook
evaluate
isValid
isValidString
syncCache
copyCache
attachToTree
fillTreeBranch
setTreeBranchStatus
Class
Class_Name
IsA
ShowMembers

RooPrintable

InLine, Shape
OneLine, Verbose
Standard, fgIsA

@~RooPrintable, inLinePrint, IsA
RooPrintable, oneLinePrint, ShowMembers
printToStream, defaultStream, Streamer
parseOptions, Class, StreamerNVirtual
lessVerbose, Class_Name