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 Is **Error**
Draw **Paint** **SysError**
DrawClass **Pop** **Fatal**
DrawClone Print **AbstractMethod**
Dump **Read** **MayNotUse**
Execute **RecursiveRemove** **GetDtorOnly**
Execute **SavePrimitive** **SetDtorOnly**
ExecuteEvent **SetDrawOption** **GetObjectStat**
FindObject **SetUniqueID** **SetObjectStat**
FindObject **UseCurrentStyle** Class
GetDrawOption **Write** Class_Name
GetUniqueID **Write** IsA
GetName **operator new** ShowMembers
GetIconName **operator new@[@]**

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

RooArgProxy

_owner
_arg
_valueServer
_shapeServer
_isFund
_ownArg
fgIsA

@~RooArgProxy
RooArgProxy
RooArgProxy
RooArgProxy
absArg
name
isValueServer
isShapeServer
changePointer
changeDataSet
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

RooAbsProxy

_nset
fgIsA

@~RooAbsProxy
name
nset
changePointer
changeNormSet
Class
Class_Name
IsA
ShowMembers
Streamer