

## 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@[@]	

## RooGraphNode

fX1	fText
fY1	fNumber
fR1	fgIsA
fR2	
@~RooGraphNode	RemoveE
RooGraphNode	RemoveT
RooGraphNode	RemoveN
RooGraphNode	RemoveEdges
paint	RedrawEdges
draw	RedrawEdges
draw	GetTotalEChange
SetCoords	GetDxDy
SetSize	NodesSprings
SetText	GetTotalE
print	GetTotalE2
read	GetTotalExy
ReadPDF	Class
GetX1	Class_Name
GetY1	IsA
GetRadius	ShowMembers
GetName	Streamer
GetNumber	StreamerNVirtual
GetValue	
GetEllipse	