

Object		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fglsA
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
DistancetoPrimitives		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@[@]	

RooAbsIntegrator	
_function	
_valid	
_printEvalCounter	
fglsA	
@~RooAbsIntegrator	
clone	
isValid	
integrand	
integrand	
checkLimits	
calculate	
integral	
canIntegrate1D	
canIntegrate2D	
canIntegrateND	
canIntegrateOpenEnd	
printEvalCounter	
setPrintEvalCounter	
setLimits	
setUseIntegrandLimits	
Class	
Class_Name	
IsA	
ShowMembers	

RooIntegrator1D	
Trapezoid	
Midpoint	
_useIntegrandLimits	
_rule	
_maxSteps	
_minStepsZero	
_fixSteps	
_epsAbs	
_epsRel	
_doExtrap	
_nPoints	
xmin	
@~RooIntegrator1D	
canIntegrateND	
RooIntegrator1D	
RooIntegrator1D	
RooIntegrator1D	
RooIntegrator1D	
RooIntegrator1D	
clone	
checkLimits	
integral	
setLimits	
setUseIntegrandLimits	
canIntegrate1D	
canIntegrate2D	

RooIntegrator2D	
_xIntegrator	
_xint	
fglsA	
@~RooIntegrator2D	
RooIntegrator2D	
RooIntegrator2D	
RooIntegrator2D	
RooIntegrator2D	
RooIntegrator2D	
clone	
checkLimits	
canIntegrate1D	
canIntegrate2D	
canIntegrateND	
canIntegrateOpenEnd	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	