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 **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@[@]**

RooAbsCollection

_list **fgIsA**
_ownCont
_name

@~RooAbsCollection **selectCommon**
clone **selectByName**
create **equals**
Clone **overlaps**
operator= **createIterator**
snapshot **getSize**
setHashTableSize **first**
getHashTableSize **printToStream**
add **Print**
addOwned **printLatex**
addClone **printLatex**
replace **setName**
remove **GetName**
removeAll **isOwning**
add **allInRange**
addOwned **dump**
addClone **safeDeleteList**
replace **addServerClonesToLi**
remove Class
setAttribAll Class_Name
find IsA
contains **ShowMembers**
selectByAttrib

RooPrintable

InLine **Verbose**
OneLine **fgIsA**
Standard
Shape

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

RooArgList

fgIsA

@~RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
RooArgList
clone
create
operator=
sort
index
at
readFromStream
writeToStream
operator@[@]
Class
Class_Name
IsA
ShowMembers

RooListProxy

_owner
_defValueServer
_defShapeServer
_iter
fgIsA

@~RooListProxy
RooListProxy
RooListProxy
RooListProxy
name
add
add
add
addOwned
addOwned
replace
remove
removeAll
operator=
changePointer
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

RooAbsProxy

_nset
fgIsA

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