

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	

RooRealProxy	
fgIsA	
@~RooRealProxy	
RooRealProxy	
RooRealProxy	
RooRealProxy	
Clone	
operator Double_t	
arg	
lvptr	
operator=	
min	
max	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	
StreamerNVirtual	