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	**Ls**	**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	**addServerClonesToList**
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	

RooArgSet

fgIsA

@~RooArgSet	addClone
RooArgSet	addClone
RooArgSet	**operator@[@]**
RooArgSet	**readFromStream**
RooArgSet	**readFromStream**
RooArgSet	**writeToStream**
RooArgSet	**writeToFile**
RooArgSet	**readFromFile**
RooArgSet	**getRealValue**
RooArgSet	**getCatLabel**
RooArgSet	**getCatIndex**
RooArgSet	**getStringValue**
RooArgSet	**setRealValue**
RooArgSet	**setCatLabel**
RooArgSet	**setCatIndex**
clone	**setStringValue**
create	**checkForDup**
operator=	Class
add	Class_Name
add	IsA
addOwned	ShowMembers
addOwned	

RooSetProxy

_owner
_defValueServer
_defShapeServer
_iter
fgIsA

@~RooSetProxy
RooSetProxy
RooSetProxy
RooSetProxy
name
add
add
add
addOwned
addOwned
addClone
addClone
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