

Object		
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
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@[ @ ]	

RooAbsCollection	
_list	fgIsA
_ownCont	
name	
@~RooAbsCollection	selectAllCommon
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
RooArgList
RooArgList
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