

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@[@]	

TMVA_AsciiConverter

fData_dbl	fFormatList
fData_float	fLabelList
fData_int	fInfile
fData_str[1000]	fNbranch
fDbl_cnt	fFileStatus
fFloat_cnt	fTree
fInt_cnt	fParseFormatLineDone
fChar_cnt	fCreateBranchesDone
fDbl_array_cnt	fFillFromFileDone
fFloat_array_cnt	fgIsA
fInt_array_cnt	
@~TMVA_AsciiConverter	GetNumFloat
TMVA_AsciiConverter	GetFileStatus
TMVA_AsciiConverter	SetInputFile
ParseFormatLine	IsInteger
CreateBranches	IsDouble
FillFromFile	IsFloat
GetTree	IsString
GetNBranch	Class
GetFormatList	Class_Name
GetLabelList	IsA
GetNumInt	ShowMembers
GetNumDbl	