

**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\_Factory**

fSignalFile	fMultipleStoredOptions
fBackgFile	fMultiTrain
fTrainingTree	fMultiTest
fTestTree	fMultiEvalVar
fMultiCutTestTree	fMultiEval
fSignalTree	fMultiCut
fBackgTree	fMultiNtrain
fTargetFile	fMultiNtest
fCut	fMultipleMVANames
fOptions	fMultipleMVAMethodOptions
fVerbose	fMultiVar1
fInputVariables	fLocalTDir
fMethods	fgIsA
fJobName	
fMultipleMVAs	
@~TMVA_Factory	EvaluateAllMethods
TMVA_Factory	EvaluateAllVariables
TMVA_Factory	DeleteAllMethods
Greeting	GetTrainingTree
SetInputTrees	GetTestTree
SetInputTrees	GetCut
SetInputTrees	GetMVA
SetSignalTree	Verbose
SetBackgroundTree	PlotVariables
SetTestTree	GetCorrelationMatrix
SetInputVariables	SetLocalDir
PrepareTrainingAndTestTree	Class
BookMultipleMVAs	Class_Name
ProcessMultipleMVA	IsA
BookMethod	ShowMembers
BookMethod	Streamer
BookMethod	StreamerNVirtual
TrainAllMethods	
TestAllMethods	