

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