

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@[@]	

RooAbsIntegrator RooAdaptiveGaussKronrodIntegrator1D	
_function	Closed
_valid	OpenLo
_printEvalCounter	OpenHi
fgIsA	Open
	_domainType
@~RooAbsIntegrator	_useIntegrandLimits
clone	_x
isValid	_epsAbs
integrand	_epsRel
integrand	_methodKey
checkLimits	_maxSeg
calculate	_workspace
integral	_xmin
canIntegrate1D	_xmax
canIntegrate2D	fgIsA
canIntegrateND	
canIntegrateOpenEnded	@~RooAdaptiveGaussKronrodIntegrator1D
printEvalCounter	RooAdaptiveGaussKronrodIntegrator1D
setPrintEvalCounter	RooAdaptiveGaussKronrodIntegrator1D
setLimits	RooAdaptiveGaussKronrodIntegrator1D
setUseIntegrandLimits	clone
Class	checkLimits
Class_Name	integral
IsA	setLimits
ShowMembers	setUseIntegrandLimits
	canIntegrate1D
	canIntegrate2D
	canIntegrateND
	canIntegrateOpenEnded
	registerIntegrator
	initialize
	xvec
	Class
	Class_Name
	IsA
	ShowMembers
	Streamer