

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPickSingleKey	fgObjectStack
fgObjectStack	kNoContextMenu	fgWrite
kCanDelete	kInvalidObject	kWriteDelete
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanUp	fgIsA	fgIsA
kObjInCanvas	fgIsA	fgIsA
@-TObject		
GetOption	operator new	operator new
MakeZombie	GetObjectName	operator new
DoError	GetTitle	operator delete
TObject	HandleTime	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
DistanceTo	Primitive	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRead	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOptions	SetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	IsA
GetDrawOptions	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new	@[@]

TNamed
fName
fTitle
fgIsA
@-TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

TH1			
fNcells	fTsumw2	fOption	fgBufferSize
fXaxis	fTsumwx	fFunctions	fgAddDirectory
fYaxis	fTsumwx2	fBufferSize	fgStatOverflow
fZaxis	fMaximum	fBuffer	fgDefaultSumw2
fBarOffset	fMinimum	fDirectory	kNoStats
fBarWidth	fNormFactor	fDimension	kUserContour
fEntries	fContour	fIntegral	kCanRebin
fTsumw	fSumw2	fPainter	kLogX
@-TH1			
FillIN	GetCellContent	Integral	SetContourLevel
AxisChoice	FillIN	GetCellError	Integral
Build	FillRandom	GetCenter	Integral
FitOptions	MakeRandom	GetDefaultSumw2	goroutine
operator=	FindBin	GetDirectory	LabelsDefault
TH1	FindObject	GetEntries	LabelsInflate
TH1	FindObject	GetEffectiveEntries	Options
TH1	Fit	GetFunction	Merge
TH1	Fit	GetDimension	Multiply
Copy	FitPanel	GetKurtosis	Multiply
BufferFill	GetAsymmetric	LowEdge	Multiply
FindNewAxis	GetBufferLevel	GetMaximum	Paint
SavePrimitive	GetBufferSize	GetMaximum	Print
RecomputeAxis	GetBinStats	GetMaximum	BinStats
SameLimits	GetDefaultBin	GetNormFactor	Required
TH1	GetIntegral	GetMinimum	RebinAxis
Add	GetListOfFunctions	GetMinimum	Rebin
Add	GetNdivisions	GetMinimum	RecursiveRebin
Add	GetAxisColor	GetMinimum	Stored
AddBinContent	GetLabelColor	GetMean	SavePrimitive
AddBinContent	GetLabelColor	GetMeanError	Scale
AddDirectory	GetLabelOffset	SetNbinsX	SetAxisColor
AddDirectory	GetLabelSize	SetNbinsY	SetAxisRange
Browse	GetTitleOffset	SetNbinsZ	SetBarOffset
Chi2Test	GetTitleSize	GetNormFactor	SetBarWidth
Chi2TestX	GetTickLength	GetObjectName	SetBinContent
ComputeIntegral	GetBarOffset	GetOption	SetBinContent
DistanceTo	GetBarWidth	GetPainter	SetBinContent
Divide	GetContour	GetQuantile	SetBinError
Divide	GetContour	LevelRandom	SetBinError
Divide	GetContour	LevelPad	SetBinError
Draw	GetBin	GetSumOfWeights	SetBias
DrawCopy	GetBinCenter	GetSumw2	SetBins
DrawNormal	GetBinContent	GetSumw2	SetBins
DrawPanel	GetBinContent	GetSumw2	SetBins
BufferEmpty	GetBinContent	GetRMS	SetBins
Eval	GetBinError	GetRMSError	SetBinsLength
ExecuteEvent	GetBinError	GetSkewness	SetBuffer
FFT	GetBinError	GetXaxis	SetCellContent
Fill	GetBinLowEdge	GetYaxis	SetCellError
Fill	GetBinWidth	GetZaxis	SetContent
Fill	GetBinWith	Content	SetContour

TH3	
fTsumwy	fTsumwxz
fTsumwy2	fTsumwyz
fTsumwx	fgIsA
fTsumwz	
fTsumwz2	
@-TH3	FillRandom
BufferFill	FillRandom
BufferFill	FitSlicesZ
BufferFill	GetBinWithContent3
TH3	GetCorrelationFactor
TH3	GetCovariance
TH3	GetRandom3
TH3	GetStats
TH3	Integral
BufferEmpty	Integral
Copy	Integral
Fill	Integral
Fill	KolmogorovTest
Fill	Merge
Fill	ProjectionZ
Fill	Project3D
Fill	Project3DProfile
Fill	PutStats
Fill	Reset
Fill	SetShowProjection
Fill	Class
Fill	Class_Name
Fill	IsA
Fill	ShowMembers
Fill	

TAtt3D	
fgIsA	
@-TAtt3D	IsA
TAtt3D	ShowMembers
Sizeof3D	Streamer
Class	StreamerNVirtual
Class_Name	

TAttLine			
fLineColor	fLineStyle	fLineWidth	fgIsA
@-TAttLine	GetLineColor	SaveLineAttributes	StreamerNVirtual