TObject

fUniqueID
fBits
fgDtorOnly
fgObjectStat
kCanDelete
kMustCleanup
~~kObjInCanvas~~

kIsReferenced
kHasUUID
kCannotPick
kNoContextMenu
kInvalidObject
kIsOnHeap
~~kNotDeleted~~

kZombie
kBitMask
kSingleKey
kOverwrite
kWriteDelete
fgIsA

@~TObject
MakeZombie
DoError
TObject
TObject
operator=
AppendPad
Browse
ClassName
Clear
Clone
Compare
Copy
Delete
DistancetoPrimitive
Draw
DrawClass
DrawClone
Dump
Execute
Execute
ExecuteEvent
FindObject
FindObject
GetDrawOption
GetUniqueID
GetName
GetIconName

GetOption
GetObjectInfo
GetTitle
HandleTimer
Hash
InheritsFrom
InheritsFrom
Inspect
IsFolder
IsEqual
IsSortable
IsOnHeap
IsZombie
Notify
Is
Paint
Pop
Print
Read
RecursiveRemove
SavePrimitive
SetDrawOption
SetUniqueID
UseCurrentStyle
Write
Write
operator new
operator new@[@]

operator new
operator new@[@]
operator delete
operator delete@[@]
operator delete
operator delete@[@]
SetBit
SetBit
ResetBit
TestBit
TestBits
InvertBit
Info
Warning
Error
SysError
Fatal
AbstractMethod
MayNotUse
GetDtorOnly
SetDtorOnly
GetObjectStat
SetObjectStat
Class
Class_Name
IsA
ShowMembers

RooCmdConfig

_name
_verbose
_error
_allowUndefined
_iList
_dList
_sList
_oList
_rList
_fList
_mList
~~_yList~~

_pList
_iIter
_dIter
_sIter
_oIter
_rIter
_fIter
_mIter
_yIter
_pIter
fgIsA

@~RooCmdConfig
RooCmdConfig
RooCmdConfig
setVerbose
allowUndefined
defineDependency
defineMutex
defineMutex
defineMutex
defineRequiredArgs
defineInt
defineDouble
defineString
defineObject
process
process
process
getInt

getDouble
getString
getObject
getObjectList
ok
missingArgs
stripCmdList
hasProcessed
print
decodeIntOnTheFly
decodeStringOnTheFly
decodeObjOnTheFly
Class
Class_Name
IsA
ShowMembers