

TObject			TNamed	RooAbsBinning	RooUniformBinning
fUniqueID	kIsReferenced	kZombie	fName	fIsA	array
fBits	kHasUUID	kBitMask	fTitle	@~RooAbsBinning	_xlo
fgDtorOnly	kCannotPick	kSingleKey	fIsA	Clone	_xhi
fgObjectStat	kNoContextMenu	kOverwrite		clone	_nbins
kCanDelete	kInvalidObject	kWriteDelete		numBins	_binw
kMustCleanup	kIsOnHeap	fIsA		numBoundaries	fIsA
kObjInCanvas	kNotDeleted			binNumber	
@~TObject	GetOption	operator new		binCenter	
MakeZombie	GetObjectInfo	operator new[@@]		binWidth	
DoError	GetTitle	operator delete		binLow	
TObject	HandleTimer	operator delete[@@]		binHigh	
TObject	Hash	operator delete		setRange	
operator=	InheritsFrom	operator delete[@@]		setMin	
AppendPad	InheritsFrom	SetBit		setMax	
Browse	Inspect	SetBit		lowBound	
ClassName	IsFolder	ResetBit		highBound	
Clear	IsEqual	TestBit		averageBinWidth	
Clone	IsSortable	TestBits		array	
Compare	IsOnHeap	InvertBit		Print	
Copy	IsZombie	Info		printToStream	
Delete	Notify	Warning		Class	
DistancetoPrimitive	Is	Error		Class_Name	
Draw	Paint	SysError		IsA	
DrawClass	Pop	Fatal		ShowMembers	
DrawClone	Print	AbstractMethod		Streamer	
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[@@]				