

TObject			TNamed	RooDouble
fUniqueID	kIsReferenced	kZombie	fName	_value
fBits	kHasUUID	kBitMask	fTitle	fIsA
fgDtorOnly	kCannotPick	kSingleKey		
fgObjectStat	kNoContextMenu	kOverwrite	@~TNamed	@~RooDouble
kCanDelete	kInvalObject	kWriteDelete	TNamed	RooDouble
kMustCleanup	kIsOnHeap	fIsA	TNamed	RooDouble
kObjInCanvas	kNotDeleted		TNamed	RooDouble
			TNamed	operator Double_t
@~TObject	GetOption	operator new	TNamed	operator=
MakeZombie	GetObjectInfo	operator new[@@]	TNamed	Compare
DoError	GetTitle	operator delete	TNamed	Clear
TObject	HandleTimer	operator delete[@@]	TNamed	Clone
TObject	Hash	operator delete	TNamed	Compare
operator=	InheritsFrom	operator delete[@@]	TNamed	Copy
AppendPad	InheritsFrom	SetBit	TNamed	FillBuffer
Browse	Inspect	SetBit	TNamed	GetName
ClassName	IsFolder	ResetBit	TNamed	GetTitle
Clear	isEqual	TestBit	TNamed	Hash
Clone	IsSortable	TestBits	TNamed	IsSortable
Compare	IsOnHeap	InvertBit	TNamed	SetName
Copy	IsZombie	Info	TNamed	SetNameTitle
Delete	Notify	Warning	TNamed	SetTitle
DistancetoPrimitive	Is	Error	TNamed	Is
Draw	Paint	SysError	TNamed	Print
DrawClass	Pop	Fatal	TNamed	Sizeof
DrawClone	Print	AbstractMethod	TNamed	Class
Dump	Read	MayNotUse	TNamed	Class_Name
Execute	RecursiveRemove	GetDtorOnly	TNamed	IsA
Execute	SavePrimitive	SetDtorOnly	TNamed	ShowMembers
ExecuteEvent	SetDrawOption	GetObjectStat		
FindObject	SetUniqueId	SetObjectStat		
FindObject	UseCurrentStyle	Class		
GetDrawOption	Write	Class_Name		
GetUniqueId	Write	IsA		
GetName	operator new	ShowMembers		
GetIconName	operator new[@@]			