

TObject			TNamed	RooAbsData	RooTreeData
fUniqueID	kIsReferenced	kZombie	fName	Poisson	_cacheLter
fBits	kHasUUID	kBitMask	fTitle	SumW2	_doDirtyProp
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	_vars	fgIsA
fgObjectStat	kNoContextMenu	kOverwrite		_cachedVars	
kCanDelete	kInvalObjet	kWriteDelete		_iterator	
kMustCleanup	kIsOnHeap	fgIsA			
kObjInCanvas	kNotDeleted				
@~TObject	GetOption	operator new	@~TNamed	@~RooAbsData	plotOn
MakeZombie	GetObjectInfo	operator new[@[]]	TNamed	emptyClone	plotOn
DoError	GetTitle	operator delete	TNamed	reduce	split
TObject	HandleTimer	operator delete[@[]]	operator=	reduce	createHistogram
TObject	Hash	operator delete	Clear	reduce	fillHistogram
operator=	InheritsFrom	operator delete[@[]]	Clone	reduce	Print
AppendPad	InheritsFrom	SetBit	Compare	reduce	cacheClone
Browse	Inspect	SetBit	Copy	add	cacheArgs
ClassName	IsFolder	ResetBit	FillBuffer	fill	resetCache
Clear	isEqual	TestBit	GetName	get	setArgStatus
Clone	IsSortable	TestBits	GetTitle	weight	setDirtyProp
Compare	IsOnHeap	InvertBit	Hash	weightError	reduceEng
Copy	IsZombie	Info	IsSortable	weightError	Class
Delete	Notify	Warning	SetName	get	Class_Name
DistancetoPrimitive	Paint	Error	SetNameTitle	numEntries	IsA
Draw	Pop	SysError	SetTitle	sumEntries	ShowMembers
DrawClass	Print	Fatal	Is	isWeighted	Streamer
DrawClone		AbstractMethod	Print	reset	
Dump	Read	MayNotUse	Sizeof	table	
Execute	RecursiveRemove	GetDtorOnly	Class		
Execute	SavePrimitive	SetDtorOnly	Class_Name		
ExecuteEvent	SetDrawOption	GetObjectStat	IsA		
FindObject	SetUniqueID	SetObjectStat	ShowMembers		
FindObject	UseCurrentStyle	Class			
GetDrawOption	Write	Class_Name			
GetUniqueID	Write	IsA			
GetName	operator new	ShowMembers			
GetIconName	operator new[@[]]				