

TObject			TNamed	RooAbsGenContext	RooAddGenContext
fUniqueID	kIsReferenced	kZombie	fName	_prototype	_vars
fBits	kHasUUID	kBitMask	fTitle	_theEvent	_pdfSet
fgDtorOnly	kCannotPick	kSingleKey	fIsA	_isValid	_pdf
fgObjectStat	kNoContextMenu	kOverwrite	@~TNamed	_verbose	_gcList
kCanDelete	kInvalidObject	kWriteDelete	TNamed	_expectedEvents	_nComp
kMustCleanup	kIsOnHeap	fIsA	TNamed	_nextProtoIndex	_coefThresh
kObjInCanvas	kNotDeleted		TNamed	_extendMode	
@~TObject	GetOption	operator new	operator=	_protoOrder	
MakeZombie	GetObjectInfo	operator new[@@]	Clear	fIsA	
DoError	GetTitle	operator delete	Clone	@~RooAbsGenContext	
TObject	HandleTimer	operator delete[@@]	Compare	generate	@~RooAddGenContext
TObject	Hash	operator delete	Copy	isValid	RooAddGenContext
operator=	InheritsFrom	operator delete[@@]	FillBuffer	setVerbose	setProtoDataOrder
AppendPad	InheritsFrom	SetBit	GetName	isVerbose	initGenerator
Browse	Inspect	SetBit	GetTitle	setProtoDataOrder	generateEvent
ClassName	IsFolder	ResetBit	Hash	printToStream	updateThresholds
Clear	isEqual	TestBit	IsSortable	Print	RooAddGenContext
Clone	IsSortable	TestBits	SetName	initGenerator	Class
Compare	IsOnHeap	InvertBit	SetNameTitle	generateEvent	Class_Name
Copy	IsZombie	Info	SetTitle	Class	IsA
Delete	Notify	Warning	Is	Class_Name	ShowMembers
DistancetoPrimitive	Is	Error	Print	IsA	
Draw	Paint	SysError	Sizeof	ShowMembers	
DrawClass	Pop	Fatal	Class		
DrawClone	Print	AbstractMethod	Class_Name		
Dump	Read	MayNotUse	IsA		
Execute	RecursiveRemove	GetDtorOnly	ShowMembers		
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[@@]				