

TObject		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitive	Is	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
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@[[@]	

RooAbsIntegrator
_function _valid _printEvalCounter fgIsA
@~RooAbsIntegrator clone isValid integrand integrand checkLimits calculate integral canIntegrate1D canIntegrate2D canIntegrateND canIntegrateOpenEnded printEvalCounter setPrintEvalCounter setLimits setUseIntegrandLimits Class Class_Name IsA ShowMembers

RoolmproperIntegrator1D
Invalid ClosedBothEnds OpenBothEnds OpenBelowSpansZero OpenBelow OpenAboveSpansZero OpenAbove _case _xmin _xmax _useIntegrandLimits _origFunc _function _config _integrator1 _integrator2 _integrator3 fgIsA
@~RoolmproperIntegrator1D RoolmproperIntegrator1D RoolmproperIntegrator1D RoolmproperIntegrator1D RoolmproperIntegrator1D clone checkLimits setLimits setUseIntegrandLimits integral canIntegrate1D canIntegrate2D canIntegrateND canIntegrateOpenEnded registerIntegrator initialize limitsCase Class Class_Name IsA ShowMembers Streamer