

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@[@]	

RooCmdConfig	
_name	_pList
_verbose	_ilter
_error	_dlter
_allowUndefined	_slter
_iList	_olter
_dList	_rlter
_sList	_flter
_oList	_mlter
_rList	_ylter
_fList	_plter
_mList	fgIsA
_yList	
@~RooCmdConfig	getDouble
RooCmdConfig	getString
RooCmdConfig	getObject
setVerbose	getObjectList
allowUndefined	ok
defineDependency	missingArgs
defineMutex	stripCmdList
defineMutex	hasProcessed
defineMutex	print
defineRequiredArgs	decodeIntOnTheFly
defineInt	decodeStringOnTheFly
defineDouble	decodeObjOnTheFly
defineString	Class
defineObject	Class_Name
process	IsA
process	ShowMembers
process	
getInt	