

TObject			RooNumIntConfig	
fUniqueID	kIsReferenced	kZombie	_epsAbs	_method1DOpen
fBits	kHasUUID	kBitMask	_epsRel	_method2DOpen
fgDtorOnly	kCannotPick	kSingleKey	_printEvalCounter	_methodNDOpen
fgObjectStat	kNoContextMenu	kOverwrite	_method1D	_configSets
kCanDelete	kInvalObject	kWriteDelete	_method2D	fgIsA
kMustCleanup	kIsOnHeap	fgIsA	_methodND	
kObjInCanvas	kNotDeleted			
@~TObject	GetOption	operator new	@~RooNumIntConfig	epsAbs
MakeZombie	GetObjectInfo	operator new[@[@]]	RooNumIntConfig	epsRel
DoError	GetTitle	operator delete	RooNumIntConfig	setEpsAbs
TObject	HandleTimer	operator delete[@[@]]	operator=	setEpsRel
TObject	Hash	operator delete	method1D	printEvalCounter
operator=	InheritsFrom	operator delete[@[@]]	method2D	setPrintEvalCounter
AppendPad	InheritsFrom	SetBit	methodND	defaultConfig
Browse	Inspect	SetBit	method1D	addConfigSection
ClassName	IsFolder	ResetBit	method2D	getConfigSection
Clear	IsEqual	TestBit	methodND	printToStream
Clone	IsSortable	TestBits	method1DOpen	Print
Compare	IsOnHeap	InvertBit	method2DOpen	Class
Copy	IsZombie	Info	methodNDOpen	Class_Name
Delete	Notify	Warning	method1DOpen	IsA
DistancetoPrimitive	Is	Error	method2DOpen	ShowMembers
Draw	Paint	SysError	methodNDOpen	
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[@[@]]			