

TObject			TNamed	RooMapCatEntry
fUniqueID	kIsReferenced	kZombie	fName	_regexp
fBits	kHasUUID	kBitMask	fTitle	_cat
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	fgIsA
fgObjectStat	kNoContextMenu	kOverwrite		
kCanDelete	kInvalObject	kWriteDelete		
kMustCleanup	kIsOnHeap	fgIsA		
kObjInCanvas	kNotDeleted			
@~TObject	GetOption	operator new	@~TNamed	@~RooMapCatEntry
MakeZombie	GetObjectInfo	operator new[@[@]]	TNamed	RooMapCatEntry
DoError	GetTitle	operator delete	TNamed	RooMapCatEntry
TObject	HandleTimer	operator delete[@[@]]	TNamed	RooMapCatEntry
TObject	Hash	operator delete	TNamed	Clone
operator=	InheritsFrom	operator delete[@[@]]	operator=	ok
AppendPad	InheritsFrom	SetBit	Clear	match
Browse	Inspect	SetBit	Clone	outCat
ClassName	IsFolder	ResetBit	Compare	mangle
Clear	isEqual	TestBit	Copy	Class
Clone	IsSortable	TestBits	FillBuffer	Class_Name
Compare	IsOnHeap	InvertBit	GetName	IsA
Copy	IsZombie	Info	GetTitle	ShowMembers
Delete	Notify	Warning	Hash	Streamer
DistancetoPrimitive	Is	Error	IsSortable	
Draw	Paint	SysError	SetName	
DrawClass	Pop	Fatal	SetNameTitle	
DrawClone	Print	AbstractMethod	Title	
Dump	Read	MayNotUse	Is	
Execute	RecursiveRemove	GetDtorOnly	Print	
Execute	SavePrimitive	SetDtorOnly	Sizeof	
ExecuteEvent	SetDrawOption	GetObjectStat	Class	
FindObject	SetUniqueId	SetObjectStat	Class_Name	
FindObject	UseCurrentStyle	Class	IsA	
GetDrawOption	Write	Class_Name	ShowMembers	
GetUniqueId	Write	IsA		
GetName	operator new	ShowMembers		
GetIconName	operator new[@[@]]			