

TObject			TNamed	RooAbsGenContext	RooSimGenContext
fUniqueID	kIsReferenced	kZombie	fName	_prototype	_idxCat
fBits	kHasUUID	kBitMask	fTitle	_theEvent	_idxCatSet
fgDtorOnly	kCannotPick	kSingleKey	fIsA	_isValid	_prototype
fgObjectStat	kNoContextMenu	kOverwrite	@~TNamed	_verbose	_pdf
kCanDelete	kInValidObject	kWriteDelete	TNamed	_expectedEvents	_gcList
kMustCleanup	kIsOnHeap	fIsA	TNamed	_protoVars	_haveldxProto
kObjInCanvas	kNotDeleted		TNamed	_nextProtolIndex	_idxCatName
@~TObject	GetOption	operator new	operator=	_extendMode	_numPdf
MakeZombie	GetObjectInfo	operator new[@@]	Clear	_protoOrder	_fracThresh
DoError	GetTitle	operator delete	Clone	fIsA	fIsA
TObject	HandleTimer	operator delete[@@]	Compare	@~RooAbsGenContext	@~RooSimGenContext
TObject	Hash	operator delete	Copy	generate	RooSimGenContext
operator=	InheritsFrom	operator delete[@@]	FillBuffer	isValid	setProtoDataOrder
AppendPad	InheritsFrom	SetBit	GetName	setVerbose	initGenerator
Browse	Inspect	SetBit	GetTitle	isVerbose	generateEvent
ClassName	IsFolder	ResetBit	Hash	setProtoDataOrder	RooSimGenContext
Clear	isEqual	TestBit	IsSortable	printToStream	Class
Clone	IsSortable	TestBits	SetName	Print	Class_Name
Compare	IsOnHeap	InvertBit	SetNameTitle	initGenerator	IsA
Copy	IsZombie	Info	SetTitle	generateEvent	ShowMembers
Delete	Notify	Warning	Is	Class	
DistancetoPrimitive	Is	Error	Print	Class_Name	
Draw	Paint	SysError	Sizeof	IsA	
DrawClass	Pop	Fatal	Class	ShowMembers	
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[@@]				