

TObject			TNamed		RooAbsData	
fUniqueID	kIsReferenced	kZombie	fName	Poisson	_cachelter	
fBits	kHasUUID	kBitMask	fTitle	SumW2	_doDirtyProp	
fgDtorOnly	kCannotPick	kSingleKey	fIsA	_vars	fgIsA	
fgObjectStat	kNoContextMenu	kOverwrite		_cachedVars		
kCanDelete	kInvalidObject	kWriteDelete		_iterator		
kMustCleanup	kIsOnHeap	fgIsA				
kObjInCanvas	kNotDeleted					
@~TObject	GetOption	operator new	@~TNamed	@~RooAbsData	plotOn	
MakeZombie	GetObjectInfo	operator new[@@]	TNamed	emptyClone	plotOn	
DoError	GetTitle	operator delete	TNamed	reduce	split	
TObject	HandleTimer	operator delete[@@]	TNamed	operator=	createHistogram	
TObject	Hash	operator delete	operator=	Clear	fillHistogram	
operator=	InheritsFrom	operator delete[@@]	operator=	Clone	Print	
AppendPad	InheritsFrom	SetBit	operator=	Compare	cacheClone	
Browse	Inspect	SetBit	operator=	Copy	cacheArgs	
ClassName	IsFolder	ResetBit	operator=	FillBuffer	resetCache	
Clear	isEqual	TestBit	operator=	GetName	setArgStatus	
Clone	IsSortable	TestBits	operator=	GetTitle	setDirtyProp	
Compare	IsOnHeap	InvertBit	operator=	Hash	reduceEng	
Copy	IsZombie	Info	operator=	IsSortable	Class	
Delete	Notify	Warning	operator=	SetName	Class_Name	
DistancetoPrimitive	Is	Error	operator=	SetNameTitle	IsA	
Draw	Paint	SysError	operator=	SetTitle	ShowMembers	
DrawClass	Pop	Fatal	operator=	Is	Streamer	
DrawClone	Print	AbstractMethod	operator=	Print		
Dump	Read	MayNotUse	operator=	Sizeof		
Execute	RecursiveRemove	GetDtorOnly	operator=	Class		
Execute	SavePrimitive	SetDtorOnly	operator=	Class_Name		
ExecuteEvent	SetDrawOption	GetObjectStat	operator=	IsA		
FindObject	SetUniqueID	SetObjectStat	operator=	ShowMembers		
FindObject	UseCurrentStyle	Class				
GetDrawOption	Write	Class_Name				
GetUniqueID	Write	IsA				
GetName	operator new	ShowMembers				
GetIconName	operator new[@@]					