

TObject			TNamed	TGraph	RooEllipse
fUniqueID	kIsReferenced	kZombie	fName	fMaxSize	fFunctions
fBits	kHasUUID	kBitMask	fTitle	fNpoints	kClipFrame
fgDtorOnly	kCannotPick	kSingleKey	fgIsA	fX	fHistogram
fgObjectStat	kNoContextMenu	kOverwrite		fY	kNotEditable
kCanDelete	kInvalObject	kWriteDelete			fgIsA
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		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[@[@]]				

TAttLine		
fLineColor	fLineWidth	
fLineStyle	fgIsA	
@~TAttLine	Modify	Class_Name
TAttLine	ResetAttLine	IsA
TAttLine	SaveLineAttribute	ShowMembers
Copy	SetLineAttributes	Streamer
DistanceToLine	SetLineColor	StreamerNVirtual
GetLineColor	SetLineStyle	
GetLineStyle	SetLineWidth	
GetLineWidth	Class	

TAttFill		
fFillColor	fgIsA	
fFillStyle		
@~TAttFill	Modify	Class_Name
TAttFill	ResetAttFill	IsA