

TObject			TNamed	RooAbsBinning	RooLinTransBinning
fUniqueID	kIsReferenced	kZombie	fName	fglxA	_slope
fBits	kHasUUID	kBitMask	fTitle	@~RooAbsBinning	_offset
fgDtorOnly	kCannotPick	kSingleKey	fglsA	Clone	_input
fgObjectStat	kNoContextMenu	kOverwrite	@~TNamed	clone	_array
kCanDelete	kInvalObject	kWriteDelete	TNamed	numBins	fglsA
kMustCleanup	kIsOnHeap	fglsA	TNamed	numBoundaries	@~RooLinTransBinning
kObjInCanvas	kNotDeleted		TNamed	binNumber	RooLinTransBinning
@~TObject	GetOption	operator new	TNamed	binCenter	RooLinTransBinning
MakeZombie	GetObjectInfo	operator new[@@]	TNamed	binWidth	RooLinTransBinning
DoError	GetTitle	operator delete	operator=	binLow	clone
TObject	HandleTimer	operator delete[@@]	Clear	binHigh	numBoundaries
TObject	Hash	operator delete	Compare	setRange	binNumber
operator=	InheritsFrom	operator delete[@@]	Copy	setMin	binCenter
AppendPad	InheritsFrom	SetBit	FillBuffer	setMax	binWidth
Browse	Inspect	SetBit	GetName	lowBound	binLow
ClassName	IsFolder	ResetBit	GetTitle	highBound	binHigh
Clear	isEqual	TestBit	Hash	averageBinWidth	setRange
Clone	IsSortable	TestBits	IsSortable	array	setMin
Compare	IsOnHeap	InvertBit	SetName	Print	setMax
Copy	IsZombie	Info	SetNameTitle	printToStream	lowBound
Delete	Notify	Warning	SetTitle	Class	highBound
DistancetoPrimitive	Is	Error	Is	Class_Name	averageBinWidth
Draw	Paint	SysError	Print	IsA	array
DrawClass	Pop	Fatal	Sizeof	ShowMembers	updateInput
DrawClone	Print	AbstractMethod	Class	Streamer	binTrans
Dump	Read	MayNotUse	Class_Name		trans
Execute	RecursiveRemove	GetDtorOnly	IsA		invTrans
Execute	SavePrimitive	SetDtorOnly	ShowMembers		Class
ExecuteEvent	SetDrawOption	GetObjectStat			Class_Name
FindObject	SetUniqueID	SetObjectStat			IsA
FindObject	UseCurrentStyle	Class			ShowMembers
GetDrawOption	Write	Class_Name			Streamer
GetUniqueID	Write	IsA			
GetName	operator new	ShowMembers			
GetIconName	operator new[@@]				