

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

RooCmdConfig	
fgIsA	_yList
_name	_pList
_verbose	_ilter
_error	_dIter
_allowUndefined	_sIter
_iList	_oIter
_dList	_cIter
_sList	_rIter
_oList	_filter
_cList	_mIter
_rList	_yIter
_fList	_pIter
_mList	
Streamer	getInt
RooCmdConfig	getDouble
RooCmdConfig	getString
@~RooCmdConfig	getObject
setVerbose	getSet
allowUndefined	getObjectList
defineDependency	ok
defineMutex	missingArgs
defineMutex	filterCmdList
defineMutex	stripCmdList
defineMutex	hasProcessed
defineRequiredArgs	print
defineInt	decodeIntOnTheFly
defineDouble	decodeStringOnTheFly
defineString	decodeObjOnTheFly
defineObject	Class
defineSet	Class_Name
process	IsA
process	ShowMembers
process	