

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@[[@]	

RooMsgService	
_debugCount	_globMinLevel
_instance	_lastMsgLevel
fgIsA	_silentMode
_levelNames	_showPid
_topicNames	_errorCount
_streams	_debugWorkspace
_streamsSaved	_debugCode
_devnull	
_files	
Streamer	cleanup
@~RooMsgService	silentMode
instance	setSilentMode
anyDebug	errorCount
addStream	clearErrorCount
deleteStream	saveState
getStream	restoreState
numStreams	debugWorkspace
setStreamStatus	debugCode
getStreamStatus	activeStream
reset	activeStream
setGlobalKillBelow	RooMsgService
globalKillBelow	RooMsgService
Print	Class
showPid	Class_Name
log	IsA
log	ShowMembers
isActive	
isActive	