

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@[[@]	

TMVA::Event	
fgIsTraining	fVariableArrangement
fgIgnoreNegWeightsInClas	fClass
fgIsA	fWeight
fValues	fBoostWeight
fValuesRearranged	fDynamic
fValuesDynamic	fDoNotBoost
fTargets	
fSpectators	
Streamer	GetSpectator
Event	GetSpectators
Event	GetSpectators
Event	SetWeight
Event	SetBoostWeight
Event	ScaleBoostWeight
Event	SetClass
@~Event	SetVal
IsDynamic	SetTarget
GetWeight	SetSpectator
GetOriginalWeight	SetVariableArrangement
GetBoostWeight	SetDoNotBoost
GetClass	ClearDynamicVariables
GetNVariables	CopyVarValues
GetNTargets	Print
GetNSpectators	SetIsTraining
GetValue	SetIgnoreNegWeightsInTraining
GetValues	Class
GetValues	Class_Name
GetTarget	IsA
GetTargets	ShowMembers
GetTargets	