

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::VariableTransformBase	
fgIsA	fTransformName
fDsi	fVariables
fDsiOutput	fTargets
fTransformedEvent	fSpectators
fBackTransformedEvent	VariableTypesAreCounted
fGet	fNVariables
fPut	fNTargets
fVariableTransform	fNSpectators
fUseSignalTransform	fSortGet
fEnabled	fTMVAVersion
fCreated	fLogger
fNormalise	
fNVars	
Streamer	MakeFunction
VariableTransformBase	GetTransformationStrings
@~VariableTransformBase	PrintTransformation
Initialize	Variables
PrepareTransformation	Targets
Transform	Spectators
InverseTransform	Log
SetEnabled	SetTMVAVersion
SetNormalise	CalcNorm
IsEnabled	SetCreated
IsCreated	SetNVariables
IsNormalised	SetName
SelectInput	GetNVariables
GetInput	GetNTargets
SetOutput	GetNSpectators
CountVariableTypes	Variables
ToggleInputSortOrder	Targets
SetOutputDataSetInfo	Spectators
SetUseSignalTransform	GetNClasses
UseSignalTransform	UpdateNorm
GetName	Class
GetShortName	Class_Name
WriteTransformationToStream	Stream
ReadTransformationFromStream	ShortMembers
AttachXMLTo	StreamerNVirtual
ReadFromXML	
GetVariableTransform	