

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@[[@]	

TRolke	
fgIsA	f_bm
fCL	f_em
fUpperLimit	f_e
fLowerLimit	f_mid
fBounding	f_sde
fNumWarningsDeprecated1	fatal1
fNumWarningsDeprecated2	fatal2
f_x	f_b
f_y	f_m
f_z	
Interval	SetCL
Likelihood	SetCLSigmas
EvalLikeMod1	SetPoissonBkgBinomEff
LikeMod1	SetPoissonBkgGaussEff
ProfLikeMod1	SetGaussBkgGaussEff
LikeGradMod1	SetPoissonBkgKnownEff
EvalLikeMod2	SetGaussBkgKnownEff
LikeMod2	SetKnownBkgBinomEff
EvalLikeMod3	SetKnownBkgGaussEff
LikeMod3	CalculateInterval
EvalLikeMod4	GetLimits
LikeMod4	GetUpperLimit
EvalLikeMod5	GetLowerLimit
LikeMod5	GetSensitivity
EvalLikeMod6	GetLimitsQuantile
LikeMod6	GetLimitsML
EvalLikeMod7	GetCriticalNumber
LikeMod7	GetBounding
EvalPolynomial	SetBounding
EvalMonomial	SetSwitch
LogFactorial	Print
ComputeInterval	Class
SetModelParameters	Class_Name
SetModelParameters	IsA
GetBackground	ShowMembers
TRolke	Streamer
@~TRolke	StreamerNVirtual
GetCL	