

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@[[@]	

TSVDUnfold	
fgIsA	fBcov
fNdim	fBini
fDdim	fXini
fNormalize	fAdet
fKReg	fToymhisto
fDHist	fToymat
fSVHist	fToyMode
fXtau	fMatToyMode
fXinv	
fBdat	
Streamer	GetCurvature
TSVDUnfold	InitHistos
TSVDUnfold	H2V
TSVDUnfold	H2Verr
@~TSVDUnfold	V2H
SetNormalize	H2M
Unfold	M2H
GetUnfoldCovMatrix	MatDivVec
GetAdetCovMatrix	CompProd
GetKReg	VecDiv
GetD	RegularisedSymMatInvert
GetSV	Class
GetXtau	Class_Name
GetXinv	IsA
GetBCov	ShowMembers
ComputeChiSquared	
FillCurvatureMatrix	