

Object		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoPrimitives		Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TNamed
fName
fTitle
fgIsA
@~TNamed
TNamed
TNamed
TNamed
TNamed
operator=
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA
ShowMembers

T49Histogram	
fVerbose	fHTitle
fHisto	fXTitle
fHN	fYTitle
fHMin	fLogy
fHMax	fgIsA
fHName	
@~T49Histogram	SetXYTitle
T49Histogram	GetHistogramArray
T49Histogram	GetHistogramNbin
T49Histogram	GetHistogramMin
T49Histogram	GetHistogramMax
Print	GetHistogramName
Reset	GetHistogramTitle
Save	GetHistogramWidth
WriteHistograms	GetHistogram
SetVerbose	Init
SetHistogram	Class
SetHistogram	Class_Name
SetHistogramName	IsA
SetHistogramTitle	ShowMembers
SetLogy	Streamer
SetXTitle	StreamerNVirtual
SetYTitle	

T49Histogram1D
fXN
fXMin
fXMax
fgIsA
@~T49Histogram1D
T49Histogram1D
T49Histogram1D
T49Histogram1D
T49Histogram1D
CreateHistograms
Draw
Draw
Draw
Fill
Print
SetDimensions
GetNbin
GetMin
GetMax
GetWidth
GetHistogram
Init
GetIndex
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual