

**TObject**

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
DistancetoPrimitive	Is	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@[@]	

**RooLinkedList**

\_hashThresh  
 \_size  
 \_first  
 \_last  
 \_htableName  
 \_htableLink  
 fgIsA

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@~RooLinkedList  
 RooLinkedList  
 RooLinkedList  
 operator=  
 getHashTableSize  
 setHashTableSize  
 GetSize  
 Add  
 Remove  
 At  
 Replace  
 MakeIterator  
 iterator  
 Clear  
 Delete  
 find  
 FindObject  
 FindObject  
 IndexOf  
 First  
 Print  
 Sort  
 Add  
 swapWithNext  
 findLink  
 Class  
 Class\_Name  
 IsA  
 ShowMembers

**RooRefCountList**

fgIsA

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@~RooRefCountList  
 RooRefCountList  
 Add  
 Add  
 Remove  
 RemoveAll  
 refCount  
 Class  
 Class\_Name  
 IsA  
 ShowMembers  
 Streamer  
 StreamerNVirtual