

TObject

fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fglsA
fgDtorOnly	kBitMask	
fgObjectStat	kSingleKey	
kIsOnHeap	kOverwrite	
@~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@[@]	

TRolke

fCL	fSwitch
fUpperLimit	fglsA
fLowerLimit	
@~TRolke	InverseIncompleteGamma
Interval	InverseNormal
Likelihood	EvalPolynomial
EvalLikeMod1	EvalMonomial
LikeMod1	TRolke
ProfLikeMod1	CalculateInterval
LikeGradMod1	GetUpperLimit
EvalLikeMod2	GetLowerLimit
LikeMod2	GetSwitch
EvalLikeMod3	SetSwitch
LikeMod3	GetCL
EvalLikeMod4	SetCL
LikeMod4	Class
EvalLikeMod5	Class_Name
LikeMod5	IsA
EvalLikeMod6	ShowMembers
LikeMod6	Streamer
EvalLikeMod7	StreamerNVirtual
LikeMod7	
Chi2Percentile	