

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		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@[@]	

TMatrixDBase

fNrows	kWorkMax	kMult
fNcols	flsOwner	kTransposeMult
fRowLwb	kStatus	kInvMult
fColLwb	kZero	kMultTranspose
fNelems	kUnit	kPlus
fRowIndex	kTransposed	kMinus
fTol	kInverted	fglsA
kSizeMax	kAtA	
@~TMatrixDBase	MakeValid	NonZeros
GetElements	IsValid	Sum
DoubleLexSort	IsOwner	Min
IndexedLexSort	IsSymmetric	Max
Allocate	GetSub	Draw
GetRowLwb	SetSub	Print
GetRowUpb	GetMatrix2Array	operator()
GetNrows	InsertRow	operator()
GetColLwb	ExtractRow	operator==
GetColUpb	Shift	operator@!=
GetNcols	ResizeTo	operator@<
GetNoElements	ResizeTo	operator@<=
GetTol	Determinant	operator@>
GetMatrixArray	Determinant	operator@>=
GetMatrixArray	Zero	Apply
GetRowIndexArray	Abs	Apply
GetRowIndexArray	Sqr	Randomize
GetColIndexArray	Sqrt	Class
GetColIndexArray	UnitMatrix	Class_Name
SetRowIndexArray	NormByDiag	IsA
SetColIndexArray	RowNorm	ShowMembers
SetMatrixArray	ColNorm	Streamer
SetTol	E2Norm	
Clear	NormInf	
Invalidate	Norm1	

TMatrixDSym

fDataStack[25]	fglsA
fElements	
@~TMatrixDSym	Shift
New_m	ResizeTo
Delete_m	ResizeTo
Memcpy_m	ResizeTo
Allocate	Determinant
AtMultA	Determinant
AtMultA	Invert
AMultA	InvertFast
TMatrixDSym	Transpose
TMatrixDSym	T
TMatrixDSym	Rank1Update
TMatrixDSym	Similarity
TMatrixDSym	Similarity
TMatrixDSym	SimilarityT
TMatrixDSym	operator()
TMatrixDSym	operator()
TMatrixDSym	operator@!
TMatrixDSym	operator@<
TMatrixDSym	operator@<=
TMatrixDSym	operator@>
TMatrixDSym	operator@>=
GetMatrixArray	operator=
GetMatrixArray	operator=
GetRowIndexArray	operator=
GetRowIndexArray	operator=
GetColIndexArray	operator+=
GetColIndexArray	operator+=
SetRowIndexArray	operator+=
SetColIndexArray	operator=
Clear	Apply
IsSymmetric	Apply
Use	Randomize
Use	RandomizePD
Use	EigenVectors
GetSub	Class
GetSub	Class_Name
GetSub	IsA
SetSub	ShowMembers
SetSub	
SetMatrixArray	