

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@[@]	

TQpLinSolverBase

fNomegalnv
 fRhs
 fNx
 fMy
 fMz
 fDd
 fDq
 fXupIndex
 fCupIndex
 fXloIndex
 fCloIndex
 fNxup
 fNxlo
 fMcup
 fMclo
 fFactory
 fglsA

@~TQpLinSolverBase
 Factor
 Solve
 JoinRHS
 SeparateVars
 SolveXYZS
 SolveCompressed
 PutXDiagonal
 PutZDiagonal
 ComputeDiagonals
 operator=
 Class
 Class_Name
 IsA
 ShowMembers

TQpLinSolverDens

fKkt
 fSolveLU
 fglsA

@~TQpLinSolverDens
 TQpLinSolverDens
 TQpLinSolverDens
 TQpLinSolverDens
 Factor
 SolveCompressed
 PutXDiagonal
 PutZDiagonal
 operator=
 Class
 Class_Name
 IsA
 ShowMembers