

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
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@[@]	

TMatrixDBase

fNrows	kWorkMax	kMult
fNcols	flsOwner	kTransposeMult
fRowLwb	kStatus	kInvMult
fColLwb	kZero	kMultTranspose
fNelems	kUnit	kPlus
fNrowIndex	kTransposed	kMinus
fTol	kInverted	fgIsA
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	