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@[@]	

TMatrixTBase<float>

fNrows	kSizeMax
fNcols	kWorkMax
fRowLwb	fIsOwner
fColLwb	kStatus
fNelems	fgIsA
fNrowIndex	
fTol	

@~TMatrixTBase@<float@>	Determinant
GetElements	Determinant
DoubleLexSort	Zero
IndexedLexSort	Abs
GetRowLwb	Sqr
GetRowUpb	Sqrt
GetNrows	UnitMatrix
GetColLwb	NormByDiag
GetColUpb	RowNorm
GetNcols	ColNorm
GetNoElements	E2Norm
GetTol	NormInf
GetMatrixArray	Norm1
GetMatrixArray	NonZeros
GetRowIndexArray	Sum
GetRowIndexArray	Min
GetColIndexArray	Max
GetColIndexArray	Draw
SetRowIndexArray	Print
SetColIndexArray	operator()
SetMatrixArray	operator()
SetTol	operator==
Clear	operator@!=
Invalidate	operator@<
MakeValid	operator@<=
IsValid	operator@>
IsOwner	operator@>=
IsSymmetric	Apply
GetSub	Apply
SetSub	Randomize
GetMatrix2Array	Class
InsertRow	Class_Name
ExtractRow	IsA
Shift	ShowMembers
ResizeTo	Streamer
ResizeTo	

TMatrixTSym<float>

fDataStack[25]	kAtA
fElements	kPlus
kZero	kMinus
kUnit	fgIsA
kTransposed	
kInverted	

@~TMatrixTSym@<float@>	ResizeTo
New_m	ResizeTo
Delete_m	ResizeTo
Memcpy_m	Determinant
Allocate	Determinant
AtMultA	Invert
AtMultA	InvertFast
AMultA	Transpose
TMatrixTSym@<float@>	T@>
TMatrixTSym@<float@>	Rank1Update
TMatrixTSym@<float@>	Similarity
TMatrixTSym@<float@>	Similarity
TMatrixTSym@<float@>	Similarity
TMatrixTSym@<float@>	SimilarityT
TMatrixTSym@<float@>	operator()
TMatrixTSym@<float@>	operator()
TMatrixTSym@<float@>	operator@[@]
TMatrixTSym@<float@>	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	Streamer
SetMatrixArray	
Shift	