

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		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	flsOwner	
fColLwb	kStatus	
fNelems	fgIsA	
fNrowIndex		
fTol		

@~TMatrixTBase<float>	operator new
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	

TMatrixT<float>

fDataStack[25]	kInverted	kPlus
fElements	kAtA	kMinus
kWorkMax	kMult	fgIsA
kZero	kTransposeMult	
kUnit	kInvMult	
kTransposed	kMultTranspose	

@~TMatrixT@<float>	operator new	
New_m	GetMatrixArray	operator()
Delete_m	GetRowIndexArray	operator@[@]
Memcpy_m	GetRowIndexArray	operator@[@]
Allocate	GetRowIndexArray	operator=
AMultB	GetColIndexArray	operator=
AMultB	SetRowIndexArray	operator=
AMultB	SetColIndexArray	operator=
AMultB	Clear	operator=
AtMultB	Use	operator-=
AtMultB	Use	operator+=
AtMultB	Use	operator*=
AtMultB	GetSub	operator+=
AMultBt	GetSub	operator+=
AMultBt	SetSub	operator-=
AMultBt	ResizeTo	operator-=
AMultBt	ResizeTo	operator*=
TMatrixT@<float>	ResizeTo	operator*=
TMatrixT@<float>	Determinant	operator*=
TMatrixT@<float>	Determinant	operator/=
TMatrixT@<float>	Invert	operator*=
TMatrixT@<float>	InvertFast	operator/=
TMatrixT@<float>	Transpose	operator*=
TMatrixT@<float>		operator/=
TMatrixT@<float>	Rank1Update	EigenVectors
TMatrixT@<float>	Rank1Update	Class
TMatrixT@<float>	NormByColumn	Class_Name
TMatrixT@<float>	NormByRow	IsA
TMatrixT@<float>	Apply	ShowMembers
TMatrixT@<float>	Apply	Streamer
TMatrixT@<float>	Apply	