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@[@]	

TVectorT<double>

fNrows	kWorkMax	fgIsA
fRowLwb	fDataStack[5]	
fElements	fIsOwner	
kSizeMax	kStatus	

@~TVectorT@<double@>	Use@>	operator-=
New_m	Use	operator*=
Delete_m	GetSub	operator+=
Memcpy_m	GetSub	operator-=
Allocate	SetSub	operator*=
TVectorT@<double@>	Zero	operator*=
TVectorT@<double@>	Abs	operator*=
TVectorT@<double@>	Sqr	operator==
TVectorT@<double@>	Sqrt	operator@!=
TVectorT@<double@>	Invert	operator@<
TVectorT@<double@>	SelectNonZeros	operator@<=
TVectorT@<double@>	Norm1	operator@>
TVectorT@<double@>	Norm2Sqr	operator@>=
TVectorT@<double@>	NormInf	MatchesNonZeroPattern
GetLwb	NonZeros	SomePositive
GetUpb	Sum	AddSomeConstant
GetNrows	Min	Randomize
GetNoElements	Max	Apply
GetMatrixArray	operator()	Apply
GetMatrixArray	operator()	Clear
Invalidate	operator@[@]	Draw
MakeValid	operator@[@]	Print
IsValid	operator=	Class
IsOwner	operator=	Class_Name
SetElements	operator=	IsA
Shift	operator=	ShowMembers
ResizeTo	operator=	Streamer
ResizeTo	operator=	
ResizeTo	operator=	
Use	operator+=	