

## 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@[@]	

## TQpSolverBase

fSys  
 fDnorm  
 fMutol  
 fArtol  
 fGamma\_f  
 fGamma\_a  
 fPhi  
 fMaxit  
 fMu\_history  
 fRnorm\_history  
 fPhi\_history  
 fPhi\_min\_history  
 filter  
 fglsA

@~TQpSolverBase  
 Start  
 DefStart  
 SteveStart  
 DumbStart  
 Solve  
 FinalStepLength  
 DoMonitor  
 DefMonitor  
 DoStatus  
 DefStatus  
 GetLinearSystem  
 SetMuTol  
 GetMuTol  
 SetArTol  
 GetArTol  
 DataNorm  
 operator=  
 Class  
 Class\_Name  
 IsA  
 ShowMembers