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
DistancetoPrim	Inline	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRemove	SetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	SetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	

TMatrixFBase

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

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

TMatrixF

fDataStack[25]	fgIsA	
fElements		

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

TMatrix

fgIsA	

@~TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
TMatrix	
Class	
Class_Name	
IsA	
ShowMembers	
Streamer	
StreamerNVirtual	