

**QObject**

fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
<b>Streamer</b>	getOption	operator new
MakeZombie	GetObjectInfo	operator new@[@]
DoError	GetTitle	operator delete
QObject	HandleTimer	operator delete@[@]
QObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~QObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[@]	

**TQpSolverBase**

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

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