

QObject

fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	

Streamer	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@[@]	

TQpDataBase

fNx	fXloIndex
fMy	fCupBound
fMz	fCupIndex
fG	fCloBound
fBa	fCloIndex
fXupBound	fgIsA
fXupIndex	
fXloBound	

RandomlyChooseBound	GetUpperBound
QObject	GetXlowerBound
TQpDataBase	GetixlowerBound
TQpDataBase	GetSupperBound
TQpDataBase	GetisupperBound
@~TQpDataBase	GetSlowerBound
PutQIntoAt	GetislowerBound
PutAIntoAt	DataNorm
PutCIntoAt	DataRandom
Qmult	ObjectiveValue
Amult	operator=
Cmult	Class
ATransmult	Class_name
CTransmult	IsA
GetDiagonalOfQ	ShowMembers
GetG	
GetBa	
GetXupperBound	