

TObject

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
TObject	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[@]
@~TObject	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@[@]	

TQpLinSolverBase

fNomegalnv
 fRhs
 fNx
 fMy
 fMz
 fDd
 fDq
 fXupIndex
 fCupIndex
 fXloIndex
 fCloIndex
 fNxup
 fNxlo
 fMcup
 fMclo
 fFactory
 fgIsA

TQpLinSolverBase
 TQpLinSolverBase
 TQpLinSolverBase
 @~TQpLinSolverBase
 Factor
 Solve
 JoinRHS
 SeparateVars
 SolveXYZS
 SolveCompressed
 PutXDiagonal
 PutZDiagonal
 ComputeDiagonals
 operator=
 Class
 Class_Name
 IsA
 ShowMembers