

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
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@[@]	

TDecompBase	
fTol	kMatrixSet
fDet1	kDecomposed
fDet2	kDetermined
fCondition	kCondition
fRowLwb	kSingular
fColLwb	kWorkMax
kInit	fgIsA
kPatternSet	
kValuesSet	
@~TDecompBase	Decompose
ResetStatus	Solve
Hager	Solve
DiagProd	Solve
GetDecompMatrix	TransSolve
GetTol	TransSolve
GetDet1	TransSolve
GetDet2	MultiSolve
GetCondition	Print
GetNrows	operator=
GetNcols	Class
GetRowLwb	Class_Name
GetColLwb	IsA
SetTol	ShowMembers
Condition	
Det	