

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	

TDecompLU	
fImplicitPivot	
fNIndex	
fIndex	
fSign	
fLU	
fgIsA	
@~TDecompLU	
DecomposeLUCrout	
DecomposeLUGauss	
GetDecompMatrix	
TDecompLU	
TDecompLU	
TDecompLU	
TDecompLU	
TDecompLU	
GetMatrix	
GetNrows	
GetNcols	
GetLU	
SetMatrix	
Decompose	
Solve	
Solve	
Solve	
TransSolve	
TransSolve	
TransSolve	
Det	
InvertLU	
Invert	
Invert	
Print	
operator=	
Class	
Class_Name	
IsA	
ShowMembers	