

TObject

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|---------------------|------------------|---------------------|
| 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@[@] | |

TMLPAnalyzer

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|-------------------------|
| fNetwork |
| fAnalysisTree |
| fIOTree |
| fgIsA |
| @~TMLPAnalyzer |
| GetLayers |
| GetNeurons |
| GetNeuronFormula |
| GetInputNeuronTitle |
| GetOutputNeuronTitle |
| TMLPAnalyzer |
| TMLPAnalyzer |
| DrawNetwork |
| DrawInput |
| DrawInputs |
| DrawTruthDeviation |
| DrawTruthDeviations |
| DrawTruthDeviationInOut |
| DrawTruthDeviationInOut |
| CheckNetwork |
| GatherInformations |
| GetIOTree |
| Class |
| Class_Name |
| IsA |
| ShowMembers |
| Streamer |
| StreamerNVirtual |