

### 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	vs	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@[ @]	

### TMatrixTBase<float>

fNrows	fIsOwner
fNcols	kSizeMax
fRowLwb	kWorkMax
fColLwb	kStatus
fNelems	fgIsA
fNrowIndex	
fTol	

@~TMatrixTBase<float>	operator new
GetElements	Determinant
DoubleLexSort	Zero
IndexedLexSort	Abs
GetRowLwb	Sqr
GetRowUpb	Sqrt
GetNrows	UnitMatrix
GetColLwb	NormByDiag
GetColUpb	RowNorm
GetNcols	ColNorm
GetNoElements	E2Norm
GetTol	NormInf
GetMatrixArray	Norm1
GetMatrixArray	NonZeros
GetRowIndexArray	Sum
GetRowIndexArray	Min
GetColIndexArray	Max
GetColIndexArray	Draw
SetRowIndexArray	Print
SetColIndexArray	operator()
SetMatrixArray	operator()
SetTol	operator==
Clear	operator@!=
Invalidate	operator@<
MakeValid	operator@<=
IsValid	operator@>
IsOwner	operator@>=
IsSymmetric	Apply
GetSub	Apply
SetSub	Randomize
GetMatrix2Array	Class
InsertRow	Class_Name
ExtractRow	IsA
Shift	ShowMembers
ResizeTo	Streamer
ResizeTo	

### TMatrixTSparse<float>

fRowIndex	kTransposed	kMinus
fColIndex	kAtA	fgIsA
fElements	kMult	
kZero	kMultTranspose	
kUnit	kPlus	

@~TMatrixTSparse<float>	operator new	RowIndexArray	RowNorm
Allocate	SetRowIndexArray	ColNorm	
AMultB	SetColIndexArray	NonZeros	
AMultB	GetMatrix2Array	NormByDiag	
AMultB	SetMatrixArray	operator()	
AMultBt	SetMatrixArray	operator()	
AMultBt	SetSparseIndex	operator@[ @]	
AMultBt	SetSparseIndex	operator@[ @]	
APlusB	SetSparseIndexA	operator=	
APlusB	InsertRow	operator=	
APlusB	ExtractRow	operator=	
AMinusB	ResizeTo	operator==	
AMinusB	ResizeTo	operator+=	
AMinusB	ResizeTo	operator*+=	
TMatrixTSparse<float>	Clear	operator+=	
TMatrixTSparse<float>	Use	operator+=	
TMatrixTSparse<float>	Use	operator=	
TMatrixTSparse<float>	Use	operator=	
TMatrixTSparse<float>	GetTol	operator*+=	
TMatrixTSparse<float>	GetTol	operator*+=	
TMatrixTSparse<float>	SetSub	Randomize	
TMatrixTSparse<float>	SetSub	RandomizePD	
GetMatrixArray	Transpose	Class	
GetMatrixArray	T	Class_Name	
GetRowIndexArray	Mult	IsA	
GetRowIndexArray	Zero	ShowMembers	
GetColIndexArray	UnitMatrix		