

Object

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
 DistancetoPrimitives 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 flsOwner
 fNcols kSizeMax
 fRowLwb kWorkMax
 fColLwb kStatus
 fNelems fgIsA
 fRowIndex
 fTol

@~TMatrixTBase@float@>
 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

TMatrixTSym<float>

fDataStack[25] kInverted
 fElements kAtA
 kWorkMax kPlus
 kZero kMinus
 kUnit fgIsA
 kTransposed

@~TMatrixTSym@float@>
 New_m ResizeTo
 Delete_m ResizeTo
 Memcpy_m ResizeTo
 Allocate Determinant
 TMatrixTSym@<float> Determinant
 TMatrixTSym@<float> Invert
 TMatrixTSym@<float> InvertFast
 TMatrixTSym@<float> Transpose
 TMatrixTSym@<float> @>
 TMatrixTSym@<float> Stack1Update
 TMatrixTSym@<float> Sparsity
 TMatrixTSym@<float> Sparsity
 TMatrixTSym@<float> Sparsity
 TMatrixTSym@<float> SparsityT
 TMult operator()
 TMult operator()
 Mult operator@[@]
 Plus operator@[@]
 Minus operator=
 GetMatrixArray operator=
 GetMatrixArray operator=
 GetRowIndexArray operator=
 GetRowIndexArray operator+=
 GetColIndexArray operator*=
 GetColIndexArray operator+=
 SetRowIndexArray operator-=
 SetColIndexArray Apply
 Clear Apply
 IsSymmetric Randomize
 Use RandomizePD
 Use EigenVectors
 Use Class
 GetSub Class_Name
 GetSub IsA
 GetSub ShowMembers
 SetSub Streamer
 SetSub
 SetMatrixArray