

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
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@[@]	

TMultiLayerPerceptron

kStochastic	fLastLayer	fEta
kBatch	fSynapses	fEpsilon
kSteepestDescent	fStructure	fDelta
kRibierePolak	fWeight	fEtaDecay
kFletcherReeves	fType	fTau
kBFGS	fOutType	fLastAlpha
kTraining	feftF	fReset
kTest	feftD	fTrainingOwner
fData	fTraining	fTestOwner
fCurrentTree	fTest	fgIsA
fCurrentTreeWeight	fLearningMethod	
fNetwork	fEventWeight	
fFirstLayer	fManager	
@~TMultiLayerPerceptron	SetEtaDecay	LineSearch
TMultiLayerPerceptron	GetTau	SteepestDir
TMultiLayerPerceptron	GetReset	ConjugateGradientsDir
TMultiLayerPerceptron	GetEta	SetGammaDelta
TMultiLayerPerceptron	GetEpsilon	GetBFGSH
TMultiLayerPerceptron	GetDelta	BFGSDir
SetData	GetEtaDecay	DerivDir
SetTrainingDataSet	GetTau	GetCrossEntropyBinary
SetTestDataSet	GetReset	GetCrossEntropy
SetTrainingDataSet	GetStructure	GetSumSquareError
SetTestDataSet	GetType	ExpandStructure
SetLearningMethod	DrawResult	BuildFirstLayer
SetEventWeight	DumpWeights	BuildHiddenLayers
Train	LoadWeights	BuildLastLayer
Result	Evaluate	Shuffle
GetError	Export	MLP_Line
GetError	Draw	Class
ComputeDEDw	AttachData	Class_Name
Randomize	BuildNetwork	IsA
SetEta	GetEntry	ShowMembers
SetEpsilon	MLP_Stochastic	Streamer
SetDelta	MLP_Batch	