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	