

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@[@]	

TQpSolverBase

fSys
 fDnorm
 fMutol
 fArtol
 fGamma_f
 fGamma_a
 fPhi
 fMaxit
 fMu_history
 fRnorm_history
 fPhi_history
 fPhi_min_history
 filter
 fgIsA

@~TQpSolverBase
 Start
 DefStart
 SteveStart
 DumbStart
 Solve
 FinalStepLength
 DoMonitor
 DefMonitor
 DoStatus
 DefStatus
 GetLinearSystem
 SetMuTol
 GetMuTol
 SetArTol
 GetArTol
 DataNorm
 operator=
 Class
 Class_Name
 IsA
 ShowMembers

TMehrotraSolver

fPrintlevel
 fTsig
 fStep
 fFactory
 fgIsA

@~TMehrotraSolver
 TMehrotraSolver
 TMehrotraSolver
 TMehrotraSolver
 Solve
 DefMonitor
 operator=
 Class
 Class_Name
 IsA
 ShowMembers