

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@[@]	

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