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@[@]	

TQpVar

fNx	fW
fMy	fGamma
fMz	fT
fNxup	fLambda
fNxlo	fU
fMcup	fPi
fMclo	kno_block
fXloIndex	kt_block
fXupIndex	klambda_block
fCupIndex	ku_block
fCloIndex	kpi_block
fNComplementaryVariables	kv_block
fX	kgamma_block
fS	kw_block
fY	kphi_block
fZ	fgIsA
fV	
fPhi	

@~TQpVar	InteriorPoint
StepBound	ShiftBoundVariables
FindBlocking	IsInteriorPoint
FindBlockingSub	Violation
TQpVar	Print
TQpVar	Norm1
TQpVar	NormInf
TQpVar	ValidNonZeroPattern
GetMu	operator=
MuStep	Class
Saxpy	Class_Name
Negate	IsA
StepBound	ShowMembers
FindBlocking	