

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@[@]	

TVectorD		
fNrows	kSizeMax	flsOwner
fRowLwb	kWorkMax	fgIsA
fElements	fDataStack[5]	
@~TVectorD	Use	operator=
New_m	Use	operator+=
Delete_m	Use	operator-=
Memcpy_m	GetSub	operator*=-
Allocate	GetSub	operator+=
TVectorD	SetSub	operator-=
TVectorD	Zero	operator*=-
TVectorD	Abs	operator*=-
TVectorD	Sqr	operator*=-
TVectorD	Sqrt	operator==
TVectorD	Invert	operator@!=
TVectorD	SelectNonZeros	operator@<
TVectorD	Norm1	operator@<=
TVectorD	Norm2Sqr	operator@>
TVectorD	NormInf	operator@>=
GetLwb	NonZeros	MatchesNonZeroPattern
GetUpb	Sum	SomePositive
GetNrows	Min	AddSomeConstant
GetNoElements	Max	Randomize
GetMatrixArray	operator()	Apply
GetMatrixArray	operator()	Apply
Invalidate	operator@[@]	Clear
MakeValid	operator@[@]	Draw
IsValid	operator=	Print
IsOwner	operator=	Class
SetElements	operator=	Class_Name
Shift	operator=	IsA
ResizeTo	operator=	ShowMembers
ResizeTo	operator=	
ResizeTo	operator=	