

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@[@]	

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