

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReferenced	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[[@]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[[@]
TObject	Hash	operator delete
operator=	InheritsFrom	operator delete@[[@]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[[@]	

TDecompBase	
kInit	fgIsA
kPatternSet	fTol
kValuesSet	fDet1
kMatrixSet	fDet2
kDecomposed	fCondition
kDetermined	fRowLwb
kCondition	fColLwb
kSingular	
kWorkMax	
ResetStatus	Det
Hager	Decompose
DiagProd	Solve
GetDecompMatrix	Solve
TDecompBase	Solve
TDecompBase	TransSolve
@~TDecompBase	TransSolve
GetTol	TransSolve
GetDet1	MultiSolve
GetDet2	Print
GetCondition	operator=
GetNrows	Class
GetNcols	Class_Name
GetRowLwb	IsA
GetColLwb	ShowMembers
SetTol	
Condition	

TDecompSVD	
kWorkMax	fV
fgIsA	fSig
fU	
Streamer	SetMatrix
Bidiagonalize	Decompose
Diagonalize	Solve
Diag_1	Solve
Diag_2	Solve
Diag_3	TransSolve
SortSingular	TransSolve
GetDecompMatrix	TransSolve
TDecompSVD	Condition
TDecompSVD	Det
TDecompSVD	Invert
TDecompSVD	Invert
TDecompSVD	Invert
@~TDecompSVD	Print
GetMatrix	operator=
GetNrows	Class
GetNcols	Class_Name
GetU	IsA
GetV	
GetSig	