

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@[[@]	

TMatrixTBase<double>	
kSizeMax	fColLwb
kWorkMax	fNelems
kStatus	fNrowIndex
fgIsA	fTol
fNrows	fIsOwner
fNcols	
fRowLwb	
Streamer	Determinant
GetElements	Determinant
DoubleLexSort	Zero
IndexedLexSort	Abs
TMatrixTBase@<double>	UnitMatrix
@~TMatrixTBase@<double>	NormByDiag
GetRowLwb	RowNorm
GetRowUpb	ColNorm
GetNrows	E2Norm
GetColLwb	NormInf
GetColUpb	Norm1
GetNcols	NonZeros
GetNoElements	Sum
GetTol	Min
GetMatrixArray	Max
GetMatrixArray	Draw
GetRowIndexArray	Print
GetRowIndexArray	operator()
GetColIndexArray	operator()
SetRowIndexArray	operator==
SetColIndexArray	operator@!=
SetMatrixArray	operator@<
SetTol	operator@<=
Clear	operator@>
Invalidate	operator@>=
MakeValid	Apply
IsValid	Apply
IsOwner	Randomize
IsSymmetric	NaNValue
GetSub	Class
SetSub	Class_Name
GetMatrix2Array	IsA
InsertRow	ShowMembers
ExtractRow	StreamerNVirtual
Shift	
ResizeTo	
ResizeTo	