

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

TMatrixTSym<float>	
fDataStack[25]	kInverted
fElements	kAtA
kWorkMax	kPlus
kZero	kMinus
kUnit	fgIsA
kTransposed	
New_m	SetSub
Delete_m	SetMatrixArray
Memcpy_m	Shift
Allocate	ResizeTo
TMatrixTSym@<float@>	ResizeTo
TMatrixTSym@<float@>	ResizeTo
TMatrixTSym@<float@>	ResizeTo
TMatrixTSym@<float@>	Determinant
TMatrixTSym@<float@>	Determinant
TMatrixTSym@<float@>	Invert
TMatrixTSym@<float@>	InvertFast
TMatrixTSym@<float@>	Transpose
TMatrixTSym@<float@>	
TMatrixTSym@<float@>	Rank1Update
TMatrixTSym@<float@>	Similarity
@~TMatrixTSym@<float@>	Similarity
TMult	Similarity
TMult	SimilarityT
Mult	operator()
Plus	operator()
Minus	operator@[[@]
GetMatrixArray	operator@[[@]
GetMatrixArray	operator=
GetRowIndexArray	operator=
GetRowIndexArray	operator=
GetColIndexArray	operator=
GetColIndexArray	operator+=
SetRowIndexArray	operator*=
SetColIndexArray	operator+=
Clear	operator-=
IsSymmetric	Apply
Use	Apply
Use	Randomize
Use	RandomizePD
Use	EigenVectors
Use	Class
Use	Class_Name
GetSub	IsA
GetSub	ShowMembers
GetSub	
SetSub	