

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@[@]	

TMultiLayerPerceptron		
kStochastic	fLastLayer	fEta
kBatch	fSynapses	fEpsilon
kSteepestDescent	fStructure	fDelta
kRibierePolak	fWeight	fEtaDecay
kFletcherReeves	fType	fTau
kBFGS	fOutType	fLastAlpha
kTraining	fextF	fReset
kTest	fextD	fTrainingOwner
fData	fTraining	fTestOwner
fCurrentTree	fTest	fgIsA
fCurrentTreeWeight	fLearningMethod	
fNetwork	fEventWeight	
fFirstLayer	fManager	
TMultiLayerPerceptron	GetTau	SteepestDir
TMultiLayerPerceptron	GetReset	ConjugateGradientsDir
TMultiLayerPerceptron	GetEta	SetGammaDelta
TMultiLayerPerceptron	GetEpsilon	GetBFGSH
TMultiLayerPerceptron	GetDelta	BFGSDir
@~TMultiLayerPerceptron	GetEtaDecay	DerivDir
SetData	GetLearningMethod	GetCrossEntropyBinary
SetTrainingDataSet	GetTau	GetCrossEntropy
SetTestDataSet	GetReset	GetSumSquareError
SetTrainingDataSet	GetStructure	TMultiLayerPerceptron
SetTestDataSet	GetType	operator=
SetLearningMethod	DrawResult	ExpandStructure
SetEventWeight	DumpWeights	BuildFirstLayer
Train	LoadWeights	BuildHiddenLayers
Result	Evaluate	BuildOneHiddenLayer
GetError	Export	BuildLastLayer
GetError	Draw	Shuffle
ComputeDEDw	AttachData	MLP_Line
Randomize	BuildNetwork	Class
SetEta	GetEntry	Class_Name
SetEpsilon	MLP_Stochastic	IsA
SetDelta	MLP_Batch	ShowMembers
SetEtaDecay	LineSearch	