

TObject		
fUniqueID	kNotDeleted	kWriteDelete
fBits	kZombie	fgIsA
fgDtorOnly	kBitMask	
fgObjectStack	SingleKey	
kIsOnHeap	kOverwrite	
@-TObject	GetOption	operator new
MakeZombie	GetObjectIn	operator new@
DoError	GetTitle	operator delete
TObject	HandleTime	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
DistancetoP	Primitive	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRead	DtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOpt	SetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyles	
GetDrawOpt	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new	@[@]

TMatrixFBase		
fNrows	kWorkMax	kMult
fNcols	fIsOwner	kTransposeMult
fRowLwb	kStatus	kInvMult
fColLwb	kZero	kMultTranspose
fNelems	kUnit	kPlus
fRowIndex	kTranspose	kMinus
fTol	kInverted	fgIsA
kSizeMax	kAtA	
@-TMatrixFBase	IsA	NonZeros
GetElements	Owner	Sum
Allocate	IsSymmetric	Min
GetRowLwb	GetSub	Max
GetRowUpb	SetSub	Draw
GetNrows	GetMatrix2A	Print
GetColLwb	InsertRow	operator()
GetColUpb	ExtractRow	operator()
GetNcols	Shift	operator==
GetNoElements	ResizeTo	operator@=
GetTol	ResizeTo	operator@=
GetMatrixArray	Determinant	operator@=
GetMatrixArray	Determinant	operator@=
GetRowIndex	Zero	operator@=
GetRowIndex	Array	Apply
GetColIndex	Sqr	Apply
GetColIndex	Sqr	Randomize
SetRowIndex	UnitMatrix	Class
SetColIndex	NormByDiag	Class_Name
SetMatrixArray	RowNorm	IsA
SetTol	ColNorm	ShowMembers
Clear	E2Norm	Streamer
Invalidate	NormInf	
MakeValid	Norm1	

TMatrixF		
fDataStack	[25]	IsA
fElements		
@-TMatrixF	GetMatrixArray	operator()
New_m	GetMatrixArray	operator()
Delete_m	GetRowIndex	operator@[@]
Memcpy_m	GetRowIndex	operator@[@]
Allocate	GetColIndex	operator=
AMultB	GetColIndex	operator=
AMultB	SetRowIndex	operator=
AMultB	SetColIndex	operator=
AMultB	Clear	operator=
AtMultB	Use	operator=
AtMultB	Use	operator+=
AtMultB	Use	operator*=
AtMultB	GetSub	operator+=
AMultBt	GetSub	operator+=
AMultBt	SetSub	operator=
AMultBt	ResizeTo	operator=
AMultBt	ResizeTo	operator*=
TMatrixF	ResizeTo	operator*=
TMatrixF	Determinant	operator*=
TMatrixF	Determinant	operator/=
TMatrixF	Invert	operator*=
TMatrixF	InvertFast	operator/=
TMatrixF	Transpose	operator*=
TMatrixF	T	operator/=
TMatrixF	Rank1Update	EigenVectors
TMatrixF	Rank1Update	Class
TMatrixF	NormByColumns	Class_Name
TMatrixF	NormByRows	IsA
TMatrixF	Mult	ShowMembers
TMatrixF	Mult	
TMatrixF	Mult	

ZTrans	
mA1	bAsOK
mA2	fgIsA
mA3	
@-ZTrans	MoveLF
_init	Move3
norm3_column	RotateLF
orto3_column	Move
ZTrans	Rotate
ZTrans	SetRotByAngles
ZTrans	Get3Rot
ZTrans	Scale3
UnitTrans	GetScale3
Set3Pos	Unscale3
Set3Pos	Unscale3
SetPos	Mult3Vec
SetPos	Rot3Vec
Get3Pos	OrtoNorm3
Get3Pos	Invert
GetBaseV	operator()
GetBaseVec0	operator()
GetBaseVec3	Class
GetPosVec3	Class_Name
GetPosVec3	IsA
SetRot	ShowMembers
SetTrans	Streamer
SetBaseV	
SetBaseVec3	