

TObject			TDecompBase		TDecompBK
fUniqueID	kIsReferenced	kZombie	fTol	kMatrixSet	fNlpivot
fBits	kHasUUID	kBitMask	fDet1	kDecomposed	fLpivot
fgDtorOnly	kCannotPick	kSingleKey	fDet2	kDetermined	fU
fgObjectStat	kNoContextMenu	kOverwrite	fCondition	kCondition	fgIsA
kCanDelete	kInvaldObject	kWriteDelete	fRowLwb	kSingular	
kMustCleanup	kIsOnHeap	fgIsA	fColLwb	kWorkMax	
kObjInCanvas	kNotDeleted		kInit	fgIsA	
@~TObject			kPatternSet		@~TDecompBK
MakeZombie	GetOption	operator new	kValuesSet		GetDecompMatrix
DoError	GetObjectInfo	operator new[@@]	@~TDecompBase		TDecompBK
TObject	GetTitle	operator delete	ResetStatus	Decompose	TDecompBK
TObject	HandleTimer	operator delete@@@	Hager	Solve	TDecompBK
operator=	Hash	operator delete	DiagProd	Solve	TDecompBK
AppendPad	InheritsFrom	operator delete@@@	GetDecompMatrix	TransSolve	GetNrows
Browse	InheritsFrom	SetBit	GetTol	TransSolve	GetNcols
ClassName	Inspect	SetBit	GetDet1	TransSolve	GetU
Clear	IsFolder	ResetBit	GetDet2	MultiSolve	SetMatrix
Clone	isEqual	TestBit	GetCondition	Print	Decompose
Compare	IsSortable	TestBits	GetNrows	operator=	Solve
Copy	IsOnHeap	InvertBit	GetNcols	Class	Solve
Delete	IsZombie	Info	GetRowLwb	Class_Name	Solve
DistancetoPrimitive	Notify	Warning	GetColLwb	IsA	TransSolve
Draw	Paint	Error	SetTol	ShowMembers	TransSolve
DrawClass	Pop	SysError	Condition	Det	Det
DrawClone	Print	Fatal			Invert
Dump	Read	AbstractMethod			Invert
Execute	RecursiveRemove	MayNotUse			Print
Execute	SavePrimitive	GetDtorOnly			operator=
ExecuteEvent	SetDrawOption	SetDtorOnly			Class
FindObject	SetUniqueID	GetObjectStat			Class_Name
FindObject	UseCurrentStyle	SetObjectStat			IsA
GetDrawOption	Write	Class			ShowMembers
GetUniqueID	Write	Class_Name			
GetName	operator new	IsA			
GetIconName	operator new[@@]	ShowMembers			