

**Object**

fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	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	ShowMembers
GetIconName	operator new@[@]	
GetOption	operator new	

**AliParamSolver**

kBitGloSol	fMatrix
kBitLocSol	fSolGlo
kBitCInv	fSolLoc
kXX	fMaxGlobal
kXY	fNGlobal
kXZ	fNPoints
kYX	fMaxPoints
kYY	fRHSGlo
kYZ	fRHSLoc
kZX	fMatGamma
kZY	fMatG
kZZ	fCovDGI
kX	fgIsA
kY	
kZ	
@~AliParamSolver	Print
AliParamSolver	GetNGlobal
AliParamSolver	GetMaxGlobal
AliParamSolver	GetCovMatrix
operator=	GetLocals
AddEquation	GetGlobals
AddConstraint	Init
Solve	ExpandStorage
SolveGlobals	Class
SolveLocals	Class_Name
SetMaxGlobal	IsA
SetNGlobal	ShowMembers
Clear	