

TGFrame			
kDeleteWindowCaption	GetShadowGC	fX	fOptions
fgInit	fgBckgndGC	fY	fBackground
fgDefaultFrameBackgroundClick	fgLastClick	fWidth	fEventMask
fgDefaultSelectedBackgroundButton	fgBackButton	fHeight	fDNDState
fgWhitePixel	fgDbx	fMinWidth	fFE
fgBlackPixel	fgDby	fMinHeight	
fgBlackGC	fgDbw	fMaxWidth	
fgWhiteGC	fgUserColor	fMaxHeight	
fgHilightGC	fgIsA	fBorderWidth	
Streamer HandleMotion ReparentWindow SetX GetLastClick HandleKey MapWindow SetY GetSender HandleFocusChange MapRaised SetWidth Draw3dRectangle HandleClientMessage MapWindow SetHeight DoRedraw HandleSelection DrawBorder SetMinWidth GetResourcePool HandleSelectionRequest DrawCopy SetMinHeight GetOptionString HandleSelectionChange Activate SetMaxWidth StartGuiBuilding HandleColorMapChange Activate SetMaxHeight TGFrame HandleDragEnter IsComposite SetSize operator= HandleDragLeave IsEditable Print GetDefaultFrameBackground HandleMotion SetEditable SaveUserColor GetDefaultSelectedBackground Drop SetLayoutBroken SavePrimitive GetWhitePixel ProcessedConfigure LayoutBroken Delete GetBlackPixel ProcessedEvent SetCleanup DrawClone GetBlackGC SendMessage SetDragType DrawClass GetWhiteGC ProcessMessage SetDropType Dump GetHilightGC GetDefaultSize GetDragType Inspect GetShadowGC Move GetDropType SetDrawOption GetBckgndGC Resize GetWidth SetDNDSource TGFrame Resize GetHeight SetDNDTarget TGFrame MoveResize GetMinWidth IsDNDSource @~TGFrame GetDefaultWidth GetMinHeight IsDNDTarget DeleteWindow GetDefaultHeight GetMaxWidth GetDNDData ReallyDelete GetBackground GetMaxHeight HandleDNDData GetEventMask ChangeBackground GetSize HandleDNDPosition AddInput SetBackgroundColor GetX HandleDNDEnter RemoveInput GetForeground GetY HandleDNDLeave HandleEvent SetForegroundColor GetBorderWidth HandleDNDFinished HandleConfigureNotify Options GetFrameElement Class HandleButton ChangeOptions SetFrameElement Class_Name HandleDoubleClick Layout Contains IsA HandleCrossing MapSubwindows GetFrameFromPoint			

TGCompositeFrame	
fgDefaultHints	fLayoutBroken
fgIsA	fMustCleanup
fLayoutManager	fMapSubwindows
fList	
Streamer	AddFrame
TGCompositeFrame	RemoveAll
operator=	RemoveFrame
TGCompositeFrame	ShowFrame
TGCompositeFrame	HideFrame
@~TGCompositeFrame	GetState
GetList	IsVisible
GetDefaultWidth	IsVisible
GetDefaultHeight	IsArranged
GetDefaultSize	IsArranged
GetFrameFromPoint	IsComposite
TranslateCoordinates	IsEditable
MapSubwindows	SetEditable
Layout	SetLayoutBroken
HandleButton	IsLayoutBroken
HandleDoubleClick	SetEditDisabled
HandleCrossing	SetCleanup
HandleMotion	MustCleanup
HandleKey	Cleanup
HandleFocusChange	SetMapSubwindows
HandleSelection	IsMapSubwindows
HandleDragEnter	Print
HandleDragLeave	ChangeSubframes
HandleDragMotion	SavePrimitive
HandleDragDrop	SavePrimitiveSubframe
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	IsA
SetLayoutManager	
FindFrameElement	

TGedFrame
fInit
fGedEditor
fModelClass
fAvoidSignal
fExtraTabs
fPriority
fgIsA
TGedFrame
operator=
MakeTitle
TGedFrame
@~TGedFrame
Update
GetDrawOption
GetModelClass
GetPriority
GetExtraTabs
GetGedEditor
AddExtraTab
CreateEditorTabSubframe
Refresh
SetDrawOption
AcceptModel
SetModelClass
SetModel
SetGedEditor
ActivateBaseClassEditors
Class
Class_Name
IsA
ShowMembers

TAttFillEditor
fAttFill
fColorSelect
fPatternSelect
fAlpha
fAlphaField
fgIsA
ConnectSignals2Slots
TAttFillEditor
@~TAttFillEditor
SetModel
DoFillColor
DoFillAlphaColor
DoFillPattern
DoAlpha
DoAlphaField
DoLiveAlpha
GetCurAlpha
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	AreSignalsBlocked	Emit	Disconnected
GetSender	BlockSignals	Emit	Destroyed
GetSenderClass	NumberOfClassSignals	Hints	ChangedBy
ConnectToClass	EmitVA	Emit	Message
ConnectToClass	Emit	Emit	Connect
CheckConnectArgs	Emit	Emit	Connect
CompressName	Emit	Connect	Disconnect
TQObject	Emit	Disconnect	Disconnect
operator=	Emit	HighPriority	AreAllSignalsBlocked
TQObject	Emit	LowPriority	BlockAllSignals
@~TQObject	Emit	HasConnection	Class
GetListOfClassSignals	Class	NumberOfSignals	Class_Name
GetListOfSignals	Emit	NumberOfConnections	Class