

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	IsArranged	SetMaxHeight
TGFrame	HandleDragEnter	IsComposite	SetSize
operator=	HandleDragLeave	IsEditable	Print
GetDefaultFrameBackground	HandleMotion	GetEditable	SaveUserColor
GetDefaultSelectedBackgroundDrop	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	HandleDNDDrop
GetEventMask	ChangeBackground	GetSize	HandleDNDPosition
AddInput	SetBackgroundColor	GetX	HandleDNDEnter
RemoveInput	GetForeground	GetY	HandleDNDLeave
HandleEvent	SetForegroundColor	GetBorderWidth	HandleDNDFinished
HandleConfigureNotify	GetOptions	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	ChangeSubframesBy
HandleDragMotion	SavePrimitive
HandleDragDrop	SavePrimitiveSubframe
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	IsA
SetLayoutManager	
FindFrameElement	

TGedFrame		TEveCaloLegoEditor	
fInit		fM	
fGedEditor		fGridColor	
fModelClass		fFontColor	
fAvoidSignal		fPlaneColor	
fExtraTabs		fTransparency	
fPriority		fProjection	
fgIsA		f2DMode	
		fBoxMode	
TGedFrame		fCell2DTextMin	
operator=		fRebinFrame	
MakeTitle		fAutoRebin	
TGedFrame		fPixelsPerBin	
@~TGedFrame		fNormalizeRebin	
Update		fgIsA	
GetDrawOption			
GetModelClass		TEveCaloLegoEditor	
GetPriority		operator=	
GetExtraTabs		MakeLabeledCombo	
GetGedEditor		MakeRebinFrame	
AddExtraTab		TEveCaloLegoEditor	
CreateEditorTabSubframe		@~TEveCaloLegoEditor	
Refresh		SetModel	
SetDrawOption		DoGridColor	
AcceptModel		DoFontColor	
SetModelClass		DoPlaneColor	
SetModel		DoTransparency	
SetGedEditor		DoProjection	
ActivateBaseClassEditor		Do2DMode	
Class		DoBoxMode	
Class_Name		DoCell2DTextMin	
IsA		DoAutoRebin	
ShowMembers		DoPixelsPerBin	
		DoNormalize	
		Class	
		Class_Name	
		IsA	
		ShowMembers	

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	AreSignalsBlocked	Emit	Disconnected
GetSender	BlockSignals	Emit	Destroyed
GetSenderClass	ConnectClassSignal	Aborts	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	fgIsA	NumberOfSignals	Class_Name
GetListOfSignals	Emit	NumberOfConnections	Class