

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 HandleSelection DrawCopy SetMinHeight GetOptionString HandleSelection Activate SetMaxWidth StartGuiBuilding HandleColorMapChange SetMaxHeight TGFrame HandleDragEnter IsComposite SetSize operator= HandleDragLeave IsEditable Print GetDefaultFrameBackground HandleMotion SetEditable SaveUserColor GetDefaultSelectedBackground 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		TEveCompositeFrame	TEveCompositeFrameInMainFrame
fgDefaultHints	fLayoutBroken	fgIconBarCreator	fMainFrame
fgIsA	fMustCleanup	fgTopFrameHeight	fOriginalSlot
fLayoutManager	fMapSubwindows	fgMiniBarHeight	fOriginalContainer
fList		fgAllowTopFrameColor	fgIsA
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 SavePrimitiveSubframes ChangeOptions Class ProcessMessage Class_Name GetLayoutManager IsA SetLayoutManager FindFrameElement		fTopFrame fToggleBar fTitleBar fIconBar fEveWindowLH fMiniBar fEveParent fEveWindow fShowInSync fgCtxMenu fgkEmptyFrameName fgFrameList fgIsA TEveCompositeFrame operator= @~TEveCompositeFrame WindowNameChanged Destroy AcquireEveWindow RelinquishEveWindow GetEveWindow GetEveParentAsWindow SetCurrent SetShowTitleBar HideAllDecorations ShowNormalDecorations ActionPressed FlipTitleBarState TitleBarClicked SetupFrameMarkup Class Class_Name IsA ShowMembers	fMainFrame fOriginalSlot fOriginalContainer fgIsA TEveCompositeFrameInMainFrame operator= TEveCompositeFrameInMainFrame @~TEveCompositeFrameInMainFrame WindowNameChanged Destroy SetOriginalSlotAndContainer SomeWindowClosed MainFrameClosed GetOriginalSlot GetOriginalContainer Class Class_Name IsA ShowMembers

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer AreSignalsBlocked Emit Disconnected GetSender BlockSignals Emit Destroyed GetSenderClassName SelectClassSignals 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 GetName NumberOfSignals Class_Name GetListOfSignals Emit NumberOfConnections Class			