

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

| 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              |

| TEveTransEditor   |
|-------------------|
| fM                |
| fSE               |
| fgIsA             |
| TEveTransEditor   |
| operator=         |
| TEveTransEditor   |
| @~TEveTransEditor |
| SetModel          |
| Class             |
| Class_Name        |
| IsA               |
| ShowMembers       |

| TQObject              |                    |                     |                      |
|-----------------------|--------------------|---------------------|----------------------|
| fgAllSignalsBlocked   | fListOfSignals     | fSignalsBlocked     |                      |
| fgIsA                 | fListOfConnections |                     |                      |
| Streamer              | AreSignalsBlocked  | Emit                | Disconnected         |
| GetSender             | BlockSignals       | Emit                | Destroyed            |
| GetSenderClass        | BlockClassSignals  | 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                |