

| TGFrame                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |             |              |             |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|--------------|-------------|
| kDeleteWindowCaption                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | GetShadowGC | fX           | fOptions    |
| fgInit                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | fgBckgndGC  | fY           | fBackground |
| fgDefaultFrameBackgroundClick                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | fWidth      | fEventMask   |             |
| fgDefaultSelectedBackgroundButton                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | 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>Drop</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>HandleDNDDrop</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>Options</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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                |
| <div> <div>Streamer</div> <div>AddFrame</div> </div> <div> <div>TGCompositeFrame</div> <div>RemoveAll</div> </div> <div> <div>operator=</div> <div>RemoveFrame</div> </div> <div> <div>TGCompositeFrame</div> <div>ShowFrame</div> </div> <div> <div>TGCompositeFrame</div> <div>HideFrame</div> </div> <div> <div>@~TGCompositeFrame</div> <div>GetState</div> </div> <div> <div>GetList</div> <div>IsVisible</div> </div> <div> <div>GetDefaultWidth</div> <div>IsVisible</div> </div> <div> <div>GetDefaultHeight</div> <div>IsArranged</div> </div> <div> <div>GetDefaultSize</div> <div>IsArranged</div> </div> <div> <div>GetFrameFromPoint</div> <div>IsComposite</div> </div> <div> <div>TranslateCoordinates</div> <div>IsEditable</div> </div> <div> <div>MapSubwindows</div> <div>SetEditable</div> </div> <div> <div>Layout</div> <div>SetLayoutBroken</div> </div> <div> <div>HandleButton</div> <div>IsLayoutBroken</div> </div> <div> <div>HandleDoubleClick</div> <div>SetEditDisabled</div> </div> <div> <div>HandleCrossing</div> <div>SetCleanup</div> </div> <div> <div>HandleMotion</div> <div>MustCleanup</div> </div> <div> <div>HandleKey</div> <div>Cleanup</div> </div> <div> <div>HandleFocusChange</div> <div>SetMapSubwindows</div> </div> <div> <div>HandleSelection</div> <div>IsMapSubwindows</div> </div> <div> <div>HandleDragEnter</div> <div>Print</div> </div> <div> <div>HandleDragLeave</div> <div>ChangeSubframes</div> </div> <div> <div>HandleDragMotion</div> <div>SavePrimitive</div> </div> <div> <div>HandleDragDrop</div> <div>SavePrimitiveSubframe</div> </div> <div> <div>ChangeOptions</div> <div>Class</div> </div> <div> <div>ProcessMessage</div> <div>Class_Name</div> </div> <div> <div>GetLayoutManager</div> <div>IsA</div> </div> <div> <div>SetLayoutManager</div> <div></div> </div> <div> <div>FindFrameElement</div> <div></div> </div> |                |

| 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              |  |

| TEveTriangleSetEditor   |  |
|-------------------------|--|
| fM                      |  |
| fInfo                   |  |
| fgIsA                   |  |
| TEveTriangleSetEditor   |  |
| operator=               |  |
| TEveTriangleSetEditor   |  |
| @~TEveTriangleSetEditor |  |
| SetModel                |  |
| Class                   |  |
| Class_Name              |  |
| IsA                     |  |
| ShowMembers             |  |

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