

TGFrame			
kDeleteWindowClass	fgShadowGC	fX	fOptions
fgInit	fgBckgndGC	fY	fBackground
fgDefaultFrameBg	fgLastClick	fWidth	fEventMask
fgDefaultSelectedClass	fgButton	fHeight	fDNDState
fgWhitePixel	fgDbx	fMinWidth	fFE
fgBlackPixel	fgDby	fMinHeight	
fgBlackGC	fgDbw	fMaxWidth	
fgWhiteGC	fgUserColor	fMaxHeight	
fgHilighGC	fgIsA	fBorderWidth	
Streamer	HandleMotion	ReparentWindow	SetX
GetLastClick	HandleKey	MapWindow	SetY
GetSender	HandleFocusChange	MapRaised	SetWidth
Draw3dRectangle	HandleClientMessage	MapWindow	SetHeight
DoRedraw	HandleSelection	DrawBorder	SetMinWidth
GetResourcePool	HandleSelectionRequest	Copy	SetMinHeight
GetOptionString	HandleSelectionClear	ivate	SetMaxWidth
StartGuiBuilding	HandleColorMapChange	SetSize	SetMaxHeight
TGFrame	HandleDragEnter	IsComposite	SetSize
operator=	HandleDragLeave	IsEditable	Print
GetDefaultFrameBackground	HandleGroupMotion	IsEditable	SaveUserColor
GetDefaultSelectedBackground	fgGroupTop	SetLayoutBroker	SavePrimitive
GetWhitePixel	ProcessedConfigure	LayoutBroken	Delete
GetBlackPixel	ProcessedEvent	SetCleanup	DrawClone
GetBlackGC	SendMessage	SetDragType	DrawClass
GetWhiteGC	ProcessMessage	SetDropType	Dump
GetHilighGC	GetDefaultSize	GetDragType	Inspect
GetShadowGC	Move	GetDropType	SetDrawOptions
GetBckgndGC	Resize	GetWidth	SetDNDSource
TGFrame	Resize	GetHeight	SetDNDTarget
TGFrame	MoveResize	GetMinWidth	IsDNDSource
@~TGFrame	GetDefaultWidth	GetMinHeight	IsDNDTarget
DeleteWindow	GetDefaultHeight	GetMaxWidth	GetDNDData
ReallyDelete	GetBackground	GetMaxHeight	HandleDNDDrop
GetEventMask	ChangeBackground	GetSize	HandleDNDPosition
AddInput	SetBackgroundClass	IsA	HandleDNDEnter
RemoveInput	GetForeground	GetY	HandleDNDLeave
HandleEvent	SetForegroundClass	GetBorderWidth	HandleDNDFinished
HandleConfigureRequest	GetOptions	GetFrameElement	Class
HandleButton	ChangeOptions	SetFrameElement	Class_Name
HandleDoubleClick	Layout	Contains	IsA
HandleCrossing	MapSubwindows	GetFrameFromPoint	

TGCompositeFrame	
fgDefaultHints	fLayoutBroken
fgIsA	fMustCleanup
fLayoutManager	fMapSubwindows
fList	
Streamer	AddFrame
TGCompositeFrame	RemoveAll
operator=	RemoveFrame
TGCompositeFrame	ShowFrame
TGCompositeFrame	HideFrame
@~TGCompositeFrame	SetState
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	fgMapSubwindows
HandleSelection	IsMapSubwindows
HandleDragEnter	Print
HandleDragLeave	ChangeSubframesBy
HandleDragMotion	SavePrimitive
HandleDragDrop	SavePrimitiveSubframes
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	IsA
SetLayoutManager	
FindFrameElement	

TGGroupFrame	
fgDefaultFont	
fgDefaultGC	
kLeft	
kCenter	
kRight	
fgIsA	
fText	
fFontStruct	
fNormGC	
fTitlePos	
fHasOwnFont	
Streamer	
DoRedraw	
TGGroupFrame	
operator=	
GetDefaultFontStruct	
GetDefaultGC	
TGGroupFrame	
TGGroupFrame	
@~TGGroupFrame	
GetDefaultSize	
DrawBorder	
SetTitle	
SetTitle	
Rename	
GetTitlePos	
SetTitlePos	
SetTextColor	
SetTextFont	
SetTextFont	
GetNormGC	
GetFontStruct	
GetTitle	
HasOwnFont	
SavePrimitive	
Class	
Class_Name	
IsA	

TGButtonGroup	
fgIsA	fDrawBorder
fState	fMapOfButtons
fExclGroup	
fRadioExcl	
Streamer	SetExclusive
TGButtonGroup	SetRadioButtonExclusive
operator=	SetState
Init	SetBorderDrawn
DoRedraw	SetButton
TGButtonGroup	SetTitle
TGButtonGroup	SetTitle
@~TGButtonGroup	Insert
Pressed	Remove
Released	Find
Clicked	GetButton
ButtonPressed	Show
ButtonReleased	Hide
ButtonClicked	DrawBorder
ReleaseButtons	SetLayoutHints
IsEnabled	SavePrimitive
IsExclusive	Class
IsRadioButtonExclusive	Class_Name
IsBorderDrawn	IsA
GetCount	
GetId	

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	AreSignalsBlocked	Emit	Disconnected
GetSender	BlockSignals	Emit	Destroyed
GetSenderClass	CollectClassSignals	Exists	ChangedBy
ConnectToClass	EmitVA	Emit	Message
ConnectToClass	Emit	Emit	Connect
CheckConnectArgument	Emit	Emit	Connect
CompressName	Emit	Connect	Disconnect
TQObject	Emit	Disconnect	Disconnect
operator=	Emit	HighPriority	AreAllSignalsBlocked
TQObject	Emit	LowPriority	BlockAllSignals
@~TQObject	Emit	HasConnection	Class
GetListOfClassSignals	fgList	NumberOfSignal	Class_Name
GetListOfSignals	Emit	NumberOfConnections	