

TObject		
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	Overwrite
kCanDelete	kInvalidObject	WriteDelete
kMustCleanup	IsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	fUniqueID
kIsReference	kZombie	fBits
kHasUUID	kBitMask	
Streamer	GetOption	operator new
MakeZombie	GetObjectInfo	operator new@[]
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete@[]
TObject	Hash	operator delete@[]
operator=	InheritsFrom	operator delete@[]
@~TObject	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	IsPrimitive	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRead	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	
GetIconName	operator new@[]	

TGObject	
fgIsA	
fld	
fClient	
Streamer	operator=
TGObject	
TGObject	
@~TGObject	
GetId	
GetClient	
Hash	
IsEqual	
SaveAs	
Class	
Class_Name	
IsA	

TGWindow	
fgCounter	kEditDisableBtn
kEditEnable	kEditDisableKey
kEditDisable	fgIsA
kEditDisable	Parent
kEditDisable	ChildRedraw
kEditDisable	Layout
kEditDisable	Redraw
kEditDisable	Height
kEditDisable	Width
Streamer	HandleEvent
TGWindow	HandleTimer
TGWindow	HandleIdleEvent
operator=	Move
DoRedraw	Resize
TGWindow	MoveResize
TGWindow	IsMapped
@~TGWindow	Editable
GetParent	GetEditDisabled
GetMainFrame	GetEditDisabled
MapWindow	SetEditable
MapSubwindow	MustCleanup
MapRaised	Print
UnmapWindow	SetWindowName
DestroyWindow	GetName
DestroySubwindow	SetName
RaiseWindow	SetMapSubwindow
LowerWindow	MapSubwindow
IconifyWindow	GetCounter
ReparentWindow	Class
RequestFocus	Class_Name
SetBackground	Color
SetBackgroundPixmap	
HandleExpose	

TGFrame			
kDeleteWindow	fgDtorOnly	GCfX	fOptions
fgInit	fgBckgnd	GCfY	fBackground
fgDefaultFrame	fgParent	Width	fEventMask
fgDefaultSelected	fgBckgnd	Height	fDNDState
fgWhitePixel	fgDbx	fMinWidth	fFE
fgBlackPixel	fgDby	fMinHeight	
fgBlackGC	fgDbw	fMaxWidth	
fgWhiteGC	fgUserColor	fMaxHeight	
fgHilightGC	fgIsA	fBorderWidth	
Streamer	HandleMotion	ReparentWindow	SetX
GetLastClick	HandleKey	MapWindow	SetY
GetSender	HandleFocus	MapRaised	SetWidth
Draw3dRectangle	HandleClientMessage	Window	SetHeight
DoRedraw	HandleSelection	DrawBorder	SetMinWidth
GetResource	HandleSelection	DrawCaption	SetMinHeight
GetOptionString	HandleSelection	Font	SetMaxWidth
StartGuiBuilding	HandleColor	IsAChange	SetMaxHeight
TGFrame	HandleDragEvent	Composite	SetSize
operator=	HandleDragList	Editable	Print
GetDefaultFrame	HandleDragList	Editable	SaveUserColor
GetDefaultSelected	HandleDragList	Layout	SavePrimitive
GetWhitePixel	ProcessedColor	fgColor	Delete
GetBlackPixel	ProcessedEvent	SetCleanup	DrawClone
GetBlackGC	SendMessage	SetDragType	DrawClass
GetWhiteGC	ProcessMessage	SetDropType	Dump
GetHilightGC	GetDefaultSize	SetDragType	Inspect
GetShadowGM	Move	GetDropType	SetDrawOption
GetBckgndGC	Resize	GetWidth	SetDNDSource
TGFrame	Resize	GetHeight	SetDNDTarget
TGFrame	MoveResize	GetMinWidth	IsDNDSource
@~TGFrame	GetDefaultWidth	GetMinHeight	DNDTarget
DeleteWindow	GetDefaultHeight	GetMaxWidth	GetDNDData
ReallyDelete	GetBackground	GetMaxHeight	HandleDNDrop
GetEventMask	ChangeBackground	GetSize	HandleDNDPosition
AddInput	SetBackground	GetColor	HandleDNDEnter
RemoveInput	GetForeground	GetY	HandleDNDLeave
HandleEvent	SetForeground	GetBorderWidth	HandleDNDFinished
HandleConfigureNotify	GetOptions	GetFrameElement	Class
HandleButtonChangeOption	GetFrameElement	Class	Class_Name
HandleDoubleClick	Click	Contains	IsA
HandleCrossMapSubwindow	GetFrameFromPoint		

TQObject			
fgAllSignalsBlocked	BlockSignals	SignalsBlocked	
fgIsA	fListOfConnections		
Streamer	AreSignalsBlocked	Emitted	Disconnected
GetSender	BlockSignals	Emit	Destroyed
GetSenderClass	GetNameClass	SignalLists	ChangedBy
ConnectToClass	EventVA	Emit	Message
ConnectToClass	Event	Emit	Connect
CheckConnections	Events	Emit	Connect
CompressName	Emit	Connect	Disconnect
TQObject	Emit	Disconnect	Disconnect
operator=	Emit	HighPriority	AreAllSignalsBlocked
TQObject	Emit	LowPriority	BlockAllSignals
@~TQObject	Emit	HasConnections	Class
GetListOfClassSignals	Class	NumberOfConnections	Class_Name
GetListOfSignals	Class	NumberOfConnections	