

TGWindow	
fgCounter	kEditDisableButton
kEditEnable	kEditDisableKeyEnable
kEditDisable	fgIsA
kEditDisableEvent	fParent
kEditDisableGrab	fNeedRedraw
kEditDisableLayout	fName
kEditDisableResize	fEditDisabled
kEditDisableHeight	
kEditDisableWidth	
Streamer	HandleEvent
TGWindow	HandleTimer
TGWindow	HandleIdleEvent
operator=	Move
DoRedraw	Resize
TGWindow	MoveResize
TGWindow	IsMapped
@~TGWindow	IsEditable
GetParent	GetEditDisabled
GetMainFrame	SetEditDisabled
MapWindow	SetEditable
MapSubwindows	MustCleanup
MapRaised	Print
UnmapWindow	SetWindowName
DestroyWindow	GetName
DestroySubwindow	SetName
RaiseWindow	SetMapSubwindows
LowerWindow	IsMapSubwindows
IconifyWindow	GetCounter
ReparentWindow	Class
RequestFocus	Class_Name
SetBackgroundClass	IsA
SetBackgroundPixmap	
HandleExpose	

TGFrame					
kDeleteWindowClass	fgBkgndGC	fX	fOptions		
fgInit	fgBkgndGC	fY	fBackground		
fgDefaultFrameBackground	fLastClick	fWidth	fEventMask		
fgDefaultSelectedClass	fButton	fHeight	fDNDDState		
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		SetMaxWidth		
StartGuiBuilding	HandleColorMapChange		SetMaxHeight		
TGFrame	HandleDragEnterIsComposite		SetSize		
operator=	HandleDragLeaveIsEditable		Print		
GetDefaultFrameBackground	HandleMotionIsEditable		SaveUserColor		
GetDefaultSelectedBackground	Drop	SetLayoutBroken	SavePrimitive		
GetWhitePixel	ProcessedConfigure	LayoutBroken	Delete		
GetBlackPixel	ProcessedEvent	SetCleanup	DrawClone		
GetBlackGC	SendMessage	SetDragType	DrawClass		
GetWhiteGC	ProcessMessage	SetDropType	Dump		
GetHilighGC	GetDefaultSize	GetDragType	Inspect		
GetShadowGC	Move	GetDropType	SetDrawOption		
GetBckgndGC	Resize	GetWidth	SetDNDDSource		
TGFrame	Resize	GetHeight	SetDNDTarget		
TGFrame	MoveResize	GetMinWidth	IsDNDDSource		
@~TGFrame	GetDefaultWidth	GetMinHeight	IsDNDTarget		
DeleteWindow	GetDefaultHeight	GetMaxWidth	GetDNDDData		
ReallyDelete	GetBackground	GetMaxHeight	HandleDNDDrop		
GetEventMask	ChangeBackground	GetSize	HandleDNDDPosition		
AddInput	SetBackgroundClass		HandleDNDEnter		
RemoveInput	GetForeground	GetY	HandleDNDLeave		
HandleEvent	SetForegroundClass	GetBorderWidth	HandleDNDFinished		
HandleConfigure	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	Delete
GetList	IsVisible
GetDefaultWidth	IsVisible
GetDefaultHeight	IsArranged
GetDefaultSize	IsArranged
GetFrameFromPoint	Composite
TranslateCoordinates	Editable
MapSubwindows	SetEditable
Layout	SetLayoutBroken
HandleButton	IsLayoutBroken
HandleDoubleClick	SetEditDisabled
HandleCrossing	SetCleanup
HandleMotion	MustCleanup
HandleKey	Cleanup
HandleFocusChange	SetMapSubwindows
HandleSelection	IsMapSubwindows
HandleDragEnter	Print
HandleDragLeave	ChangeSubframesBackground
HandleDragMotion	SavePrimitive
HandleDragDrop	SavePrimitiveSubframes
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	IsA
SetLayoutManager	
FindFrameElement	

TGHorizontalFrame	
fgIsA	
Streamer	
TGHorizontalFrame	
SavePrimitive	
Class	
Class_Name	
IsA	
ShowMembers	
StreamerNVirtual	
TGHorizontalFrame	
operator=	
operator=	

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	AreSignalsBlocked	Emit	Disconnected
GetSender	BlockSignals	Emit	Destroyed
GetSenderClass	CollectClassSignals	Hints	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	Hints	NumberOfSignals	Class_Name
GetListOfSignals	Emit	NumberOfConnections	