

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

TGWindow
fgCounter
kEditDisableBtnEna
kEditEnable
kEditDisableKeyEna
kEditDisable
fgIsA
kEditDisableEventParent
kEditDisableGrab
fNeedRedraw
kEditDisableLayoutName
kEditDisableResize
kEditDisabled
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
ReparentWindowClass
RequestFocus
Class_Name
SetBackgroundClass
SetBackgroundPixmap
HandleExpose

TGFrame
kDeleteWindowClass
fgIsA
fgBgndGC
fgDefaultFrameBgndGC
fgLastClick
fgDefaultSelectedClass
fgDropTarget
fgWhitePixel
fgDbx
fgMinWidth
fgBlackPixel
fgDby
fgMinHeight
fgBlackGC
fgDbw
fgMaxWidth
fgWhiteGC
fgUserColor
fgMaxHeight
fgHilighGC
fgIsA
fBorderWidth
Streamer
HandleMotion
ReparentWindowSetX
GetLastClick
HandleKey
MapWindow
SetY
GetSender
HandleFocusChange
MapRaised
SetWidth
Draw3dRectangle
HandleClientMessage
MapWindow
SetHeight
DoRedraw
HandleSelection
DrawBorder
SetMinWidth
GetResourcePool
HandleSelectionRequestCopy
SetMinHeight
GetOptionString
HandleSelectionClear
SetMaxWidth
StartGuiBuilding
HandleColorMapChange
SetMaxHeight
TGFrame
HandleDragEnterIsComposite
SetSize
operator=
HandleDragLeaveIsEditable
Print
GetDefaultFrameBgndGC
SetEditable
SaveUserColor
GetDefaultSelectedClass
HandleDragDrop
SetLayoutBroken
SavePrimitive
GetWhitePixel
ProcessedConfigGetLayoutBroken
Delete
GetBlackPixel
ProcessedEvent
SetCleanup
DrawClone
GetBlackGC
SendMessage
SetDragType
DrawClass
GetWhiteGC
ProcessMessage
SetDropType
Dump
GetHilighGC
GetDefaultSize
GetDragType
Inspect
GetShadowGC
Move
GetDropType
SetDrawOption
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
ChangeBackgroundClass
HandleDNDPosition
AddInput
SetBackgroundClass
GetX
HandleDNDEnter
RemoveInput
GetForeground
GetY
HandleDNDLeave
HandleEvent
SetForegroundClass
GetBorderWidth
HandleDNDFinished
HandleConfigureGetOptions
GetFrameElementClass
HandleButton
ChangeOptions
SetFrameElementClass_Name
HandleDoubleClickLayout
Contains
IsA
HandleCrossing
MapSubwindows
GetFrameFromPoint

TGPopupMenu
fgDefaultFont
fMenuHeight
fgHilighFont
fDelay
fgDefaultGC
fNormGC
fgDefaultSelectedClass
fGC
fgDefaultSelectedClassBgndGC
fBgndGC
fgIsA
fFontStruct
fEntryList
fHifontStruct
fCurrent
fDefaultCursor
fStick
fMsgWindow
fHasGrab
fMenuBar
fPoppedUp
fSplitButton
fXI
fEntrySep
fMenuWidth
Streamer
UnCheckEntries
DrawTrianglePatternEntryChecked
DrawCheckMarkRCheckEntry
DrawRCheckMarkEntryRChecked
DoRedraw
PlaceMenu
DrawEntry
EndMenu
Reposition
DeleteEntry
GetDefaultFontStruct
DeleteEntry
GetHilighFontStruct
GetEntry
GetDefaultGC
GetCurrent
GetDefaultSelectedClass
GetEntry
GetDefaultSelectedClassBgndGC
GetBgndGC
TGPopupMenu
DrawBorder
operator=
HandleButton
TGPopupMenu
HandleMotion
@~TGPopupMenu
HandleCrossing
AddEntry
HandleTimer
AddEntry
Associate
AddSeparator
SetMenuBar
AddLabel
GetMenuBar
AddLabel
Activate
AddPopup
Activate
AddPopup
SavePrimitive
EnableEntry
GetEntrySep
DisableEntry
SetEntrySep
IsEntryEnabled
PoppedUp
HideEntry
PoppedDown
IsEntryHidden
Highlighted
DefaultEntry
Activated
CheckEntry
Class
CheckEntryByDataClass_Name
UnCheckEntry
IsA
UnCheckEntryByData

TQObject
fgAllSignalsBlocked
fListOfSignals
fgIsA
fListOfConnections
Streamer
AreSignalsBlocked
Uninit
GetSender
BlockSignals
Emit
Destroyed
GetSenderClass
CollectClassSignals
Uninit
ChangedBy
ConnectToClassEmitVA
Emit
Message
ConnectToClassEmit
Emit
Connect
CheckConnectArgEmit
Emit
Connect
CompressName
Emit
Connect
Disconnect
TQObject
Emit
Disconnect
Disconnect
operator=
Emit
HighPriority
AreAllSignalsBlocked
TQObject
Emit
LowPriority
BlockAllSignals
@~TQObject
Emit
HasConnection
Class
GetListOfClassSignals
Uninit
NumberOfSignalClass_Name
GetListOfSignalsEmit
Uninit
NumberOfConnections