

TGWindow	
fgCounter	kEditDisableButtonEnable
kEditEnable	kEditDisableKeyEnable
kEditDisable	fgIsA
kEditDisableEventParent	
kEditDisableGrabNeedRedraw	
kEditDisableLayoutName	
kEditDisableResizeEditDisabled	
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	
SetBackgroundPixmap	
HandleExpose	

TGFrame					
kDeleteWindowClass	fgBkgndGC	fX	fOptions		
fgInit	fgBkgndGC	fY	fBackground		
fgDefaultFrameBackground	fgLastClick	fWidth	fEventMask		
fgDefaultSelectedClass	fgLastButton	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		SetMaxWidth		
StartGuiBuilding	HandleColorMapChange		SetMaxHeight		
TGFrame	HandleDragEnterIsComposite		SetSize		
operator=	HandleDragLeaveIsEditable		Print		
GetDefaultFrameBackground	HandleDragMotionSetEditable		SaveUserColor		
GetDefaultSelectedBackground	HandleDragDropSetLayoutBroken		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	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		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	
SetLayoutManager	
FindFrameElement	

TGTableHeaderFrame	
fgIsA	
fx0	
fy0	
fTable	
Streamer	
TGTableHeaderFrame	
@~TGTableHeaderFrame	
DrawRegion	
Class	
Class_Name	
IsA	
ShowMembers	
StreamerNVirtual	

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	BlockSignals	Emit	Message
GetSender	CollectClassSignals	Exists	Connect
GetSenderClassName	IsA	Emit	Connect
ConnectToClass	Emit	Emit	Disconnect
ConnectToClass	Emit	Connect	Disconnect
CheckConnectArgument	Emit	Disconnect	AreAllSignalsBlocked
CompressName	Emit	HighPriority	BlockAllSignals
TQObject	Emit	LowPriority	Class
operator=	Emit	HasConnection	Class_Name
TQObject	Emit	NumberOfSignals	IsA
@~TQObject	Emit	NumberOfConnections	ShowMembers
GetListOfClassSignals	Exists	Connected	
GetListOfSignals	Emit	Disconnected	