

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	IsA
SetBackgroundPixmap	
HandleExpose	

TGFrame			
kDeleteWindowClass	fgBkgndGC	fX	fOptions
fgInit	fgBkgndGC	fY	fBackground
fgDefaultFrameBackgroundClick		fWidth	fEventMask
fgDefaultSelectedBackground		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	HandleSelection	DrawCopy	SetMinHeight
GetOptionString	HandleSelection	Activate	SetMaxWidth
StartGuiBuilding	HandleColorMapChange	SetType	SetMaxHeight
TGFrame	HandleDragEnterIsComposite		SetSize
operator=	HandleDragLeaveIsEditable		Print
GetDefaultFrameBackground	HandleDragMotionSetEditable		SaveUserColor
GetDefaultSelectedBackground	HandleDragMotionSetLayoutBroken		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	SetDNDDTarget
TGFrame	MoveResize	GetMinWidth	IsDNDDSource
@~TGFrame	GetDefaultWidth	GetMinHeight	IsDNDDTarget
DeleteWindow	GetDefaultHeight	GetMaxWidth	GetDNDDData
ReallyDelete	GetBackground	GetMaxHeight	HandleDNDDDrop
GetEventMask	ChangeBackground	GetSize	HandleDNDDPosition
AddInput	SetBackgroundClass		HandleDNDDEnter
RemoveInput	GetForeground	GetY	HandleDNDDLeave
HandleEvent	SetForegroundClass	GetBorderWidth	HandleDNDDFinished
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	IsComposite
TranslateCoordinates	IsEditable
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	

TGViewFrame	
fgIsA	
fView	
Streamer	
TGViewFrame	
operator=	
TGViewFrame	
HandleSelectionRequest	
HandleSelectionClear	
HandleSelection	
HandleButton	
HandleExpose	
HandleCrossing	
HandleMotion	
HandleKey	
HandleDoubleClick	
Class	
Class_Name	
IsA	
ShowMembers	

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	BlockSignals	Emit	Message
GetSender	CollectClassSignals	Connect	Connect
GetSenderClass	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	Emit	Connected	
GetListOfSignals	Emit	Disconnected	