

TGFrame		
fX	fBorderWidth	fWhitePixel
fY	fOptions	fgBlackPixel
fWidth	fBackground	fgBlackGC
fHeight	fEventMask	fgWhiteGC
fMinWidth	fFE	fgHighlightGC
fMinHeight	fgInit	fgShadowGC
fMaxWidth	fgDefaultFrameBg	fgBgColor
fMaxHeight	fgDefaultSelectionBg	fgBgColor
@-TGFrame		
HandleCrossing	MapSubwin	SetFrameBg
GetLastClick	HandleMotion	MapSubwin
GetSender	HandleKey	ReparentWindow
Draw3dRectangle	SingleFocusMapWindow	GetFrameFrom
DoRedraw	HandleClientMapRaised	SetX
GetResourcePool	HandleSelectUnmapWindow	SetY
GetOptionString	HandleSelectDrawBorders	GetWidth
StartGuiBuild	HandleSelectDrawCopy	SetHeight
GetDefaultFrameColor	HandleSelectDrawRange	GetMinWidth
GetDefaultSelectionBgColor	HandleSelectDrawActive	SetMinHeight
GetWhitePixel	HandleDragLeaveComposite	SetMaxWidth
GetBlackPixel	HandleDragEnter	SetMaxHeight
GetBlackGC	HandleDragDropEditable	SetSize
GetWhiteGC	ProcessEvent	LayoutBroken
GetHighlightGC	SendMessage	LayoutBroken
GetShadowGC	ProcessMessage	SetCleanup
GetBkgndGC	GetDefaultSelectionBgColor	SetDragType
TGFrame	Move	SetDropType
TGFrame	Resize	GetDragType
TGFrame	Resize	GetDropType
operator=	MoveResize	GetWidth
DeleteWindow	GetDefaultWidth	GetHeight
ReallyDelete	GetDefaultHeight	GetMinWidth
AddInput	ChangeBackground	GetMinHeight
RemoveInput	GetBackground	GetMaxWidth
HandleEvent	GetForeground	GetMaxHeight
HandleConf	GetForeground	GetColor
HandleButton	GetOptions	GetY
HandleDoubleClick	GetOptions	GetBorderWidth

TGCompositeFrame		
fLayoutManager	MapSubwin	SetFrameBg
fList	fgDefaultHints	SetFrameBg
fLayoutBroken	fgIsA	SetFrameBg
fMustCleanup	fgIsA	SetFrameBg
@-TGCompositeFrame		
operator=	IsVisible	SetFrameBg
GetList	IsVisible	SetFrameBg
GetDefaultWidth	IsVisible	SetFrameBg
GetDefaultHeight	IsVisible	SetFrameBg
GetFrameFrom	IsVisible	SetFrameBg
TranslateCoords	IsVisible	SetFrameBg
MapSubwin	IsVisible	SetFrameBg
Layout	IsVisible	SetFrameBg
HandleButton	IsVisible	SetFrameBg
HandleDoubleClick	IsVisible	SetFrameBg
HandleCrossing	IsVisible	SetFrameBg
HandleMotion	IsVisible	SetFrameBg
HandleKey	IsVisible	SetFrameBg
HandleFocus	IsVisible	SetFrameBg
HandleSelect	IsVisible	SetFrameBg
HandleDrag	IsVisible	SetFrameBg
HandleDrag	IsVisible	SetFrameBg
HandleDrag	IsVisible	SetFrameBg
HandleDrag	IsVisible	SetFrameBg
ChangeOptions	IsVisible	SetFrameBg
ProcessMessage	IsVisible	SetFrameBg
GetLayoutManager	IsVisible	SetFrameBg
SetLayoutManager	IsVisible	SetFrameBg
AddFrame	IsVisible	SetFrameBg

TGedFrame		
fModel	MapSubwin	SetFrameBg
fPad	MapSubwin	SetFrameBg
fInit	MapSubwin	SetFrameBg
fAvoidSignal	MapSubwin	SetFrameBg
fTab	MapSubwin	SetFrameBg
fgIsA	MapSubwin	SetFrameBg
@-TGedFrame		
operator=	MapSubwin	SetFrameBg
MakeTitle	MapSubwin	SetFrameBg
GetModel	MapSubwin	SetFrameBg
GetPad	MapSubwin	SetFrameBg
GetDrawOption	MapSubwin	SetFrameBg
RecursiveRemove	MapSubwin	SetFrameBg
Refresh	MapSubwin	SetFrameBg
SetActive	MapSubwin	SetFrameBg
SetDrawOption	MapSubwin	SetFrameBg
SetModel	MapSubwin	SetFrameBg
Update	MapSubwin	SetFrameBg
Class	MapSubwin	SetFrameBg
Class_Name	MapSubwin	SetFrameBg
IsA	MapSubwin	SetFrameBg
ShowMembers	MapSubwin	SetFrameBg

TGWidget		
fWidgetId	MapSubwin	SetFrameBg
fWidgetFlags	MapSubwin	SetFrameBg
fMsgWindow	MapSubwin	SetFrameBg
fCommand	MapSubwin	SetFrameBg
fgIsA	MapSubwin	SetFrameBg
@-TGWidget		
operator=	MapSubwin	SetFrameBg
SetFlags	MapSubwin	SetFrameBg
ClearFlags	MapSubwin	SetFrameBg
TGWidget	MapSubwin	SetFrameBg
TGWidget	MapSubwin	SetFrameBg
WidgetId	MapSubwin	SetFrameBg
IsEnabled	MapSubwin	SetFrameBg
HasFocus	MapSubwin	SetFrameBg
WantFocus	MapSubwin	SetFrameBg
Associate	MapSubwin	SetFrameBg
SetCommand	MapSubwin	SetFrameBg
GetCommand	MapSubwin	SetFrameBg
Class	MapSubwin	SetFrameBg
Class_Name	MapSubwin	SetFrameBg
IsA	MapSubwin	SetFrameBg
ShowMembers	MapSubwin	SetFrameBg

TH2Editor			
fHist	f19	fBinXCont1	fPy2old
fTab	f38	fBinXSlider1	fP1oldx[3]
fBin	fAddError	fBinXNumOfButtons	fP2oldy[3]
fFit	fAddPalette	fXBinOffset	fP3oldz[3]
fBinContainer	fAddPalette	fXBinOffset	fP4oldx[3]
fTitle	fAddArr	fBinYCont1	fP5oldx[3]
fTypeComb	fAddBox	fBinYSlider1	fP6oldx[3]
fCoordsCont	fAddScat	fBinYNumOfButtons	fP7oldy[3]
fContComb	fAddCol	fYOffsetNumOfButtons	fP8oldz[3]
fColContLbf	fAddFB	fYBinOffset	fP9oldy[3]
fColContLbf	fAddBB	fSliderX	fP2oldy[3]
fTitlePrec	fAddText	fSldXMin	fP3oldy[3]
fDimGroup	fContLevels	fSldXMax	fP4oldy[3]
fDim	fContLevels	fSliderY	fP5oldy[3]
fDim0	fBarWidth	fSldYMin	fP6oldy[3]
f3	fBarOffset	fSldYMax	fP7oldy[3]
f4	fBinXCont	fDelaydraw	fP8oldy[3]
f5	fBinXSlider	fFrameColor	fBinHist
f6	fBinXNumOfButtons	fFramePattern	fOldXOffset
f9	fBinYSlider	fNameLabel	fOldYOffset
f12	fBinYNumOfButtons	fF1old	fgIsA
f13	fApply	fPy1old	
f16	fCancel	fPx2old	
@-TH2Editor			
DoHistComp	DoBinPress	DoSliderXReleased	
BuildHistType	DoBinMove	DoXAxisRange	
BuildHistColor	DoBinRelease	DoSliderYMoved	
BuildHistColor	DoBinLabel	DoSliderYPressed	
ConnectSignal	DoApply	DoSliderYReleased	
PaintBox3D	DoAddScat	DoCancel	DoYAxisRange
GetHistType	DoAddText	DoBinRelease	DoFillColor
GetHistCoord	DoAddError	DoBinMove	DoFillPattern
GetHistCont	DoAddPalet	DoBinLabel	Dividers
GetHistAdd	DoAddFB	DoOffsetMo	Class
TH2Editor	DoAddBB	DoOffsetRel	Class_Name
SetModel	DoContLevel	DoOffsetPre	Class
DoTitle	DoContLevel	DoBinOffset	ShowMembers
DoHistView	DoBarWidth	DoSliderXMax	Stream
DoHistSimple	DoBarOffset	DoSliderXPressed	

TQObject		
fListOfSignals	fListOfConnections	fIsA
@-TQObject		
EmitVA	Emit	Destroyed
GetSender	Emit	ChangedBy
GetSenderClass	Emit	Message
ConnectToClass	Emit	Connect
ConnectToClass	Connect	Connect
CheckConnections	Disconnect	Disconnect
TQObject	Emit	HighPriorityDisconnect
operator=	Emit	LowPriorityLoadRQ_OBJECT
TQObject	Emit	HasConnectClass
GetListOfClassSignals	NumberOfSignals	Class_Name
GetListOfSignals	NumberOfConnections	Class
GetListOfConnections	Connected	ShowMembers
EmitVA	Emit	Disconnected