

TObject		
fUniqueID	kIsReference	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDeletes
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanv	kNotDeleted	
@-TObject		
GetOption	operator new	
MakeZombie	GetObjectInfo	operator new @
DoError	GetTitle	operator delete
TObject	HandleTimer	operator delete @
TObject	Hash	operator delete @
operator=	InheritsFrom	operator delete @
AppendPad	InheritsFrom	SetBit
Browse	Inspect	SetBit
ClassName	IsFolder	ResetBit
Clear	IsEqual	TestBit
Clone	IsSortable	TestBits
Compare	IsOnHeap	InvertBit
Copy	IsZombie	Info
Delete	Notify	Warning
DistancetoP	Primitive	Error
Draw	Paint	SysError
DrawClass	Pop	Fatal
DrawClone	Print	AbstractMethod
Dump	Read	MayNotUse
Execute	RecursiveRe	ObjDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEven	SetDrawOpti	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyl	Class_Name
GetDrawOpti	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new @	@

TGObject
fId
fClient
fgIsA
@-TGObject
operator=
TGObject
TGObject
GetId
GetClient
Hash
IsEqual
Class
Class_Name
IsA
ShowMembers

TGWindow	
fParent	kEditDisableLay
fNeedRedraw	kEditDisableRes
fName	kEditDisableHeig
fgCounter	kEditDisableWid
fEditDisable	kEditDisableBtn
kEditEnable	kEditDisableKey
kEditDisable	fgIsA
kEditDisable	Events
kEditDisable	Grab
@-TGWindow	
HandleTimer	
HandleIdle	Event
Move	
operator=	Resize
DoRedraw	MoveResize
IsMapped	
IsEditable	
GetParent	GetEditDisab
GetMainFrame	GetEditDisab
MapWindow	SetEditable
MapSubwind	MustCleanup
MapRaised	Print
UnmapWind	SetWindowName
DestroyWind	GetName
DestroySub	GetName
RaiseWindow	SetMapSubwind
LowerWindow	IsMapSubwind
IconifyWind	GetCounter
ReparentWin	Class
RequestFocu	Class_Name
SetBackground	Color
SetBackground	fgPixmap
HandleExpose	
HandleEvent	

TGFrame			
fx	fBorderWidth	fgWhitePixel	fgLastButton
fy	fOptions	fgBlackPixel	fgDbx
fWidth	fBackground	fgBlackGC	fgDby
fHeight	fEventMask	fgWhiteGC	fgDbw
fMinWidth	fFE	fgHilighGC	fgUserColor
fMinHeight	fgInIt	fgShadowGC	fgIsA
fMaxWidth	fgDefaultFram	fgBlackGC	
fMaxHeight	fgDefaultSelect	fgBackground	
@-TGFrame			
HandleCross	Layout	GetFrameElement	
GetLastClick	HandleMotion	MapSubwind	GetFrameElement
GetSender	HandleKey	ReparentWin	Contains
Draw3dRecta	HandleFocus	MapWindow	GetFrameFromPoint
DoRedraw	HandleClient	MapRaised	SetX
GetResource	HandleSelect	UnmapWindow	SetY
GetOptionStr	HandleSelect	DragDrop	SetWidth
StartGuiBuild	HandleSelect	DragCopy	SetHeight
TGFrame	HandleColor	AppChange	SetMinWidth
operator=	HandleDrag	IsActive	SetMinHeight
GetDefaultFram	HandleDrag	Composite	SetMaxWidth
GetDefaultSelect	HandleDrag	Editable	SetMaxHeight
GetWhitePixel	HandleDrag	SetEditable	SetSize
GetBlackPixel	ProcessedEvent	SetLayoutBroken	Print
GetBlackGC	SendMessage	LayoutBroken	SaveUserColor
GetWhiteGC	ProcessMessage	SetCleanup	SavePrimitive
GetHilighGC	GetDefaultSize	SetDragType	Delete
GetShadowGC	Move	SetDropType	DrawClone
GetBckngdG	Resize	GetDragType	DrawClass
TGFrame	Resize	GetDropType	Dump
TGFrame	MoveResize	GetWidth	Inspect
DeleteWindow	GetDefaultWid	GetHeight	SetDrawOption
ReallyDelete	GetDefaultHeig	GetMinWidth	Class
GetEventMask	SetBackground	GetMinHeigh	Class_Name
AddInput	ChangeBackg	GetMaxWidth	IsA
RemoveInput	SetBackground	GetMinHeigh	ShowMembers
HandleEvent	GetForeground	GetSize	
HandleConfig	SetForeground	Color	
HandleButton	GetOptions	GetY	
HandleDoubleClick	ChangeOptio	GetBorderWidth	

TQObject			
fListOfSignal	fListOfConnections		
@-TQObject	EmitVA	Emit	Destroyed
GetSender	Emit	Emit	ChangedBy
GetSenderClass	GetName	Emit	Message
ConnectToClass	Emit	Emit	Connect
ConnectToClass	Emit	Connect	Connect
CheckConnections	Flags	Disconnect	Disconnect
TQObject	Emit	HighPriority	Disconnect
operator=	Emit	LowPriority	LoadRQ_OBJECT
TQObject	Emit	HasConnections	Class
GetListOfClass	Signals	NumberOfClass	Class_Name
GetListOfSignal	Emit	NumberOfConnections	
GetListOfConnections	Flags	Connected	ShowMembers
EmitVA	Emit	Disconnected	