

TGFrame			
fX	fBorderWidth	fWhitePixel	fgLastButtonColor
fY	fOptions	fgBlackPixel	fgDbx
fWidth	fBackground	fgBlackGC	fgDbx
fHeight	fEventMask	fgWhiteGC	fgDbw
fMinWidth	fFE	fgHiliteGC	fgUserColor
fMinHeight	fgInit	fgShadowGC	fgIsA
fMaxWidth	fgDefaultFrameBorderWidth		
fMaxHeight	fgDefaultSelectionBackground		
<div>@ ~TGFrame</div> <div>HandleCrossing</div> <div>Layout</div> <div>GetFrameElement</div> <div>GetLastClick</div> <div>HandleMotion</div> <div>MapSubwindow</div> <div>SetFrameElement</div> <div>GetSender</div> <div>HandleKey</div> <div>ReparentWindow</div> <div>Contains</div> <div>Draw3dRectangle</div> <div>HandleFocus</div> <div>MapWindow</div> <div>GetFrameFromF</div> <div>DoRedraw</div> <div>HandleClient</div> <div>MapRaised</div> <div>SetX</div> <div>GetResourcePool</div> <div>SelectUnmapWindow</div> <div>GetOptionString</div> <div>HandleSelect</div> <div>DrawBorder</div> <div>SetWidth</div> <div>StartGuiBuild</div> <div>HandleSelect</div> <div>DrawCopy</div> <div>SetHeight</div> <div>GetDefaultFrameBackground</div> <div>AndChange</div> <div>SetMinWidth</div> <div>GetDefaultSelectionBackground</div> <div>SetMinHeight</div> <div>GetWhitePixel</div> <div>HandleDragLeave</div> <div>Composite</div> <div>SetMaxWidth</div> <div>GetBlackPixel</div> <div>HandleDragMove</div> <div>Editable</div> <div>SetMaxHeight</div> <div>GetBlackGC</div> <div>HandleDragDrop</div> <div>Editable</div> <div>SetSize</div> <div>GetWhiteGC</div> <div>ProcessedEvent</div> <div>LayoutBroken</div> <div>Print</div> <div>GetHiliteGC</div> <div>SendMessage</div> <div>LayoutBroken</div> <div>SaveUserColor</div> <div>GetShadowGC</div> <div>ProcessMessage</div> <div>SetCleanup</div> <div>SavePrimitive</div> <div>GetBkgndGC</div> <div>GetDefaultSize</div> <div>SetDragTypeDelete</div> <div>TGFrame</div> <div>Move</div> <div>SetDragTypeDrawClone</div> <div>TGFrame</div> <div>Resize</div> <div>GetDragTypeDrawClass</div> <div>TGFrame</div> <div>Resize</div> <div>GetDropTypeDump</div> <div>operator=</div> <div>MoveResize</div> <div>GetWidth</div> <div>Inspect</div> <div>DeleteWindow</div> <div>GetDefaultWidth</div> <div>GetHeight</div> <div>SetDrawOption</div> <div>ReallyDelete</div> <div>GetDefaultHeight</div> <div>GetMinWidth</div> <div>Class</div> <div>GetEventMask</div> <div>SetBackground</div> <div>GetMinHeight</div> <div>Class_Name</div> <div>AddInput</div> <div>ChangeBackground</div> <div>GetMaxWidth</div> <div>IsA</div> <div>RemoveInput</div> <div>SetBackground</div> <div>GetMinHeight</div> <div>ShowMembers</div> <div>HandleEvent</div> <div>GetForeground</div> <div>GetSize</div> <div>HandleConfig</div> <div>GetForeground</div> <div>GetColor</div> <div>HandleButton</div> <div>GetOptions</div> <div>GetY</div> <div>HandleDoubleClick</div> <div>GetOption</div> <div>GetBorderWidth</div>			

TGCompositeFrame			
fLayoutManager	fMapSubwindow		
fList	fgDefaultHints		
fLayoutBroken	fgIsA		
fMustCleanup			
<div>@ ~TGCompositeFrame</div> <div>SetFrameElement</div> <div>TGCompositeFrame</div> <div>Frame</div> <div>TGCompositeFrame</div> <div>Frame</div> <div>TGCompositeFrame</div> <div>State</div> <div>operator=</div> <div>IsVisible</div> <div>GetList</div> <div>IsVisible</div> <div>GetDefaultWidth</div> <div>IsArranged</div> <div>GetDefaultHeight</div> <div>IsArranged</div> <div>GetDefaultSize</div> <div>Composite</div> <div>GetFrameFromF</div> <div>Editable</div> <div>TranslateCoordinates</div> <div>SetEditable</div> <div>MapSubwindow</div> <div>SetLayoutBroken</div> <div>Layout</div> <div>IsLayoutBroken</div> <div>HandleButton</div> <div>SetEditDisabled</div> <div>HandleDoubleClick</div> <div>SetCleanup</div> <div>HandleCrossing</div> <div>MustCleanup</div> <div>HandleMotion</div> <div>Cleanup</div> <div>HandleKey</div> <div>SetMapSubwindow</div> <div>HandleFocus</div> <div>SMMapSubwindow</div> <div>HandleSelect</div> <div>Print</div> <div>HandleDragEnter</div> <div>ChangeSubframe</div> <div>HandleDragLeave</div> <div>SavePrimitive</div> <div>HandleDragMotion</div> <div>MainPrimitiveSu</div> <div>HandleDragDrop</div> <div>Process</div> <div>ChangeOptions</div> <div>Class_Name</div> <div>ProcessMessage</div> <div>GetLayoutManager</div> <div>GetMembers</div> <div>SetLayoutManager</div> <div>AddFrame</div>			

TGMainFrame			
kDontCallClose	fWMWidth		
fBindList	fWMHeight		
fWindowName	fWMMinWidth		
fIconName	fWMMinHeight		
fIconPixmap	fWMMaxWidth		
fClassName	fWMMaxHeight		
fResourceName	fWMWidthInc		
fMWMValue	fWMHeightInc		
fMWMFuncs	fWMInitState		
fMWMInput	fgIsA		
fWMX			
fWMY			
<div>@ ~TGMainFrame</div> <div>SetWMState</div> <div>operator=</div> <div>BindKey</div> <div>GetMWMValue</div> <div>StringBind</div> <div>GetMWMFuncs</div> <div>SetBindList</div> <div>GetMWMInput</div> <div>SetWindowName</div> <div>TGMainFrame</div> <div>GetIconName</div> <div>TGMainFrame</div> <div>GetIconPixmap</div> <div>HandleKey</div> <div>GetClassHints</div> <div>HandleClient</div> <div>SetWMHints</div> <div>SendCloseMessage</div> <div>SetWMPosition</div> <div>CloseWindow</div> <div>GetWMSize</div> <div>DontCallClose</div> <div>GetWMSizeHints</div> <div>SetWindowName</div> <div>SetWMState</div> <div>SetIconName</div> <div>SavePrimitive</div> <div>SetIconPixmap</div> <div>SaveSource</div> <div>SetClassHints</div> <div>Class</div> <div>SetMWMHints</div> <div>Class_Name</div> <div>SetWMPosition</div> <div>A</div> <div>SetWMSize</div> <div>ShowMembers</div> <div>SetWMSizeHints</div>			

TRootCanvas	
fCanvasWindow	fEditorLayout
fCanvasContent	fMainFrame
fMenuBar	fToolBarLayout
fFileMenu	fToolBar
fFileSaveMenu	fToolBarSep
fEditMenu	fMainFrameLayout
fEditClearMenu	fVertical1
fViewMenu	fVertical2
fViewWithMenu	fHorizontal1
fOptionsMenu	fVertical1Layout
fInspectMenu	fVertical2Layout
fClassesMenu	fHorizontal1Layout
fHelpMenu	fToolDock
fMenuBarLayout	fIconPic
fMenuBarItem	fEditor
fMenuBarHelp	fCanvasID
fCanvasLayout	fAutoFit
fStatusBar	fButton
fStatusBarLayout	fIsA
fEditorFrame	
@-TRootCanvas	SetWindowPosition
CreateCanvas	SetWindowSize
CreateEditor	SetWindowTitle
HandleContent	SetCanvasSize
HandleContent	SetStatusClick
HandleContent	SetConfigure
HandleContent	SetMenuBar
HandleContent	SetStatusBar
HandleContent	SetEditor
HandleContent	SetCrossing
TRootCanvas	GetMenuBar
TRootCanvas	GetMenuBarItemLayout
AdjustSize	GetStatusBar
Close	GetToolDock
ForceUpdate	CloseWindow
FitCanvas	ProcessMessage
GetWindow	CanOnlyDelete
GetCwidth	Class
GetCheight	Class_Name
Iconify	IsA
InitWindow	ShowMembers
PrintCanvas	Streamer
RaiseWindow	

TCanvasImp			
fCanvas			
fgIsA			
<div>@ ~TCanvasImp</div> <div>SetWindowPosition</div> <div>TCanvasImp</div> <div>SetWindowSize</div> <div>operator=</div> <div>SetWindowTitle</div> <div>Lock</div> <div>SetCanvasSize</div> <div>Unlock</div> <div>Show</div> <div>IsLocked</div> <div>ShowMenuBar</div> <div>TCanvasImp</div> <div>ShowStatusBar</div> <div>TCanvasImp</div> <div>RaiseWindow</div> <div>TCanvasImp</div> <div>ReallyDelete</div> <div>Canvas</div> <div>ShowEditor</div> <div>Close</div> <div>ShowToolBar</div> <div>ForceUpdate</div> <div>Class</div> <div>GetWindowClass</div> <div>GetCanvasName</div>			

TQObject			
fListOfSignals	fIsOfConnections		
<div>@ ~TQObject</div> <div>EmitVA</div> <div>Emit</div> <div>Destroyed</div> <div>GetSender</div> <div>Emit</div> <div>Emit</div> <div>ChangedBy</div> <div>GetSenderClass</div> <div>Name</div> <div>Emit</div> <div>Message</div> <div>ConnectToClass</div> <div>Emit</div> <div>Connect</div> <div>Connect</div> <div>ConnectToClass</div> <div>Emit</div> <div>Connect</div> <div>Connect</div> <div>CheckConnections</div> <div>Disconnect</div> <div>Disconnect</div> <div>TQObject</div> <div>Emit</div> <div>HighPriority</div> <div>Disconnect</div> <div>operator=</div> <div>Emit</div> <div>LowPriority</div> <div>LoadRQ_OBJECT</div> <div>TQObject</div> <div>Emit</div> <div>HasConnections</div> <div>Class</div> <div>GetListOfClassSignals</div> <div>NumberOfSignals</div> <div>Class_Name</div> <div>GetListOfSignals</div> <div>Emit</div> <div>NumberOfConnections</div> <div>GetListOfConnections</div> <div>Connected</div> <div>ShowMembers</div> <div>EmitVA</div> <div>Emit</div> <div>Disconnected</div>			