

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

TGWindow
fParent
fNeedRedraw
fName
fgCounter
fEditDisabled
kEditEnable
kEditDisable
kEditDisableEvents
kEditDisableGrab
@~TGWindow
HandleTimer
TGWindow
TGWindow
operator=
DoRedraw
TGWindow
TGWindow
GetParent
GetMainFrame
MapWindow
MapSubwindows
MapRaised
UnmapWindow
DestroyWindow
DestroySubwindows
RaiseWindow
LowerWindow
IconifyWindow
ReparentWindow
RequestFocus
SetBackgroundColor
SetBackgroundPixmap
HandleExpose
HandleEvent

TGFrame
fX
fY
fWidth
fHeight
fMinWidth
fMinHeight
fMaxWidth
fMaxHeight
@~TGFrame
GetLastClick
GetSender
Draw3dRectangle
DoRedraw
GetResourcePool
GetOptionString
StartGuiBuilding
GetDefaultFrameBackground
GetDefaultSelectedBackground
GetWhitePixel
GetBlackPixel
GetBlackGC
GetWhiteGC
GetHilighGC
GetShadowGC
GetBckgndGC
TGFrame
TGFrame
TGFrame
operator=
DeleteWindow
ReallyDelete
GetEventMask
AddInput
RemoveInput
HandleEvent
HandleConfigureNotify
HandleButton
HandleDoubleClick
fBorderWidth
fOptions
fBackground
fEventMask
fFE
fgInit
fgDefaultFrameBackground
fgDefaultSelectedBackground
fgWhitePixel
fgBlackPixel
fgBlackGC
fgWhiteGC
fgHilighGC
fgShadowGC
fgDefaultFrameBackground
fgDefaultSelectedBackground
Layout
MapSubwindows
ReparentWindow
MapWindow
MapRaised
UnmapWindow
DrawBorder
DrawCopy
ChangeBackground
IsActive
IsComposite
IsEditable
SetEditable
SetLayoutBroken
Print
SaveUserColor
SavePrimitive
Delete
DrawClone
DrawClass
Dump
Inspect
SetDrawOption
Class
Class_Name
IsA
ShowMembers

TGIcon
fPic
flmage
fPath
fgIsA
@~TGIcon
DoRedraw
TGIcon
operator=
TGIcon
TGIcon
Reset
GetPicture
GetImage
SetPicture
SetImage
SetImage
SetImagePath
Resize
Resize
MoveResize
ChangeBackgroundColor
GetDefaultSize
SavePrimitive
Class
Class_Name
IsA
ShowMembers

TQObject
flListOfSignals
flListOfConnections
fgIsA
@~TQObject
EmitVA
Emit
Emit
Emit
Emit
ConnectToClass
ConnectToClass
CheckConnectArgs
TQObject
operator=
TQObject
GetListOfClassSignals
GetListOfSignals
GetListOfConnections
EmitVA
Emit
Emit
Emit
Connect
Disconnect
HighPriority
LowPriority
HasConnection
NumberOfSignals
NumberOfConnections
Connected
Disconnected
Destroyed
ChangedBy
Message
Connect
Connect
Disconnect
Disconnect
LoadRQ_OBJECT
Class
Class_Name
Connections
ShowMembers