

TGMainFrame	
kDontCallClose	fWMWidth
fBindList	fWMHeight
fWindowName	fWMMinWidth
fIconName	fWMMinHeight
fIconPixmap	fWMMaxWidth
fClassName	fWMMaxHeight
fResourceName	fWMWidthInc
fMWMValue	fWMHeightInc
fMWMFuncs	fWMInitState
fMWMInput	fgIsA
fWMX	
fWMY	
@~TGMainFrame	SetWMState
operator=	BindKey
GetMWMvalueString	RemoveBind
GetMWMfuncString	GetBindList
GetMWMinpString	GetWindowName
TGMainFrame	GetIconName
TGMainFrame	GetIconPixmap
HandleKey	GetClassHints
HandleClientMessage	GetMWMHints
SendCloseMessage	GetWMPosition
CloseWindow	GetWMSize
DontCallClose	GetWMSizeHints
SetWindowName	GetWMState
SetIconName	SavePrimitive
SetIconPixmap	SaveSource
SetClassHints	Class
SetMWMHints	Class_Name
SetWMPosition	IsA
SetWMSize	ShowMembers
SetWMSizeHints	

TGTransientFrame
fMain
kCenter
kLeft
kRight
kTop
kBottom
kTopLeft
kTopRight
kBottomLeft
kBottomRight
fgIsA
@~TGTransientFrame
operator=
TGTransientFrame
TGTransientFrame
CenterOnParent
GetMain
SavePrimitive
SaveSource
Class
Class_Name
IsA
ShowMembers

TGeoTreeDialog
fgSelectedObj
fCanvas
fObjLabel
fLT
f1
fClose
fgIsA
@~TGeoTreeDialog
BuildListTree
ConnectSignalsToSlots
GetSelected
DoClose
DoItemClick
DoSelect
Class
Class_Name
IsA
ShowMembers

TGeoMaterialDialog
fgIsA
@~TGeoMaterialDialog
BuildListTree
ConnectSignalsToSlots
TGeoMaterialDialog
DoClose
DoItemClick
Class
Class_Name
IsA
ShowMembers
Streamer