

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	fgDefaultFrameBackgroundGC	fgBkgndGC	
fMaxHeight	fgDefaultSelectedBackground	fgBkgrndGC	
@-TGFrame			
HandleCrossing	Layout	GetFrameElement	
HandleMotion	MapSubwindows	SetFrameElement	
HandleKey	ReparentWindow	Contains	
HandleFocusChange	MapWindow	GetFrameFromPoint	
HandleClientMessage	MapRaised	SetX	
HandleSelection	UnmapWindow	SetY	
HandleSelectionRequest	DrawBorder	SetWidth	
HandleSelectionDraw	DrawCopy	SetHeight	
HandleColorMapChange	DrawArrange	SetMinWidth	
HandleGroupEnter	IsActive	SetMinHeight	
HandleDragLeave	Composite	SetMaxWidth	
HandleDragMotion	IsEditable	SetMaxHeight	
HandleDragDrop	SetEditable	SetSize	
ProcessedEvent	SetLayoutBroken	Print	
SendMessage	IsLayoutBroken	SaveUserColor	
ProcessMessage	SetCleanup	SavePrimitive	
GetDefaultSize	SetDragType	Delete	
Move	SetDropType	DrawClone	
Resize	GetDragType	DrawClass	
Resize	GetDropType	Dump	
MoveResize	GetWidth	Inspect	
GetDefaultWidth	GetHeight	SetDrawOption	
GetDefaultHeight	GetMinWidth	Class	
GetBackground	GetMinHeight	Class_Name	
ChangeBackground	GetMaxWidth	IsA	
SetBackground	GetMaxHeight	ShowMembers	
GetForeground	GetSize		
SetForeground	GetX		
GetOptions	GetY		
ChangeOptions	GetBorderWidth		

TGCompositeFrame	
fLayoutManager	fMapSubwindows
fList	fgDefaultHints
fLayoutBroken	fgIsA
fMustCleanup	
@-TGCompositeFrame	
RemoveFrame	
ShowFrame	
HideFrame	
GetState	
operator=	IsVisible
GetList	IsVisible
GetDefaultWidth	IsArranged
GetDefaultHeight	IsArranged
GetDefaultSize	IsComposite
GetFrameFromPoint	IsEditable
TranslateCoordinates	IsEditable
MapSubwindows	SetLayoutBroken
Layout	IsLayoutBroken
HandleButton	SetEditDisabled
HandleDoubleClick	SetCleanup
HandleCrossing	MustCleanup
HandleMotion	Cleanup
HandleKey	SetMapSubwindows
HandleFocusChange	MapSubwindows
HandleSelection	Print
HandleDragEnter	ChangeSubframesB
HandleDragLeave	SavePrimitive
HandleDragMotion	SavePrimitiveSubfra
HandleDragDrop	Class
ChangeOptions	Class_Name
ProcessMessage	IsA
GetLayoutManager	ShowMembers
SetLayoutManager	
AddFrame	

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

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

TGeoHypeEditor
fRini
fRouti
fDzi
fStini
fStOuti
fNamei
fShape
fIsModified
fIsShapeEditable
fTabMgr
fShapeName
fERin
fERout
fEDz
fEStIn
fEStOut
fApply
fUndo
fDelayed
fgIsA
@-TGeoHypeEditor
ConnectSignals2Slots
IsDelayed
TGeoHypeEditor
SetModel
DoRin
DoRout
DoDz
DoStIn
DoStOut
DoModified
DoName
DoApply
DoUndo
Class
Class_Name
IsA
ShowMembers
Streamer

TQObject			
fListofSignals	fListofConnections	fgIsA	
@-TQObject			
EmitVA	Emit	Emit	Destroyed
Emit	Emit	Emit	ChangedBy
Emit	Emit	Emit	Message
Emit	Emit	Emit	Connect
ConnectToClass	Connect	Connect	Connect
ConnectToClass	Connect	Connect	Connect
CheckConnectArgs	Disconnect	Disconnect	Disconnect
Disconnect	Disconnect	Disconnect	Disconnect
HighPriority	HighPriority	HighPriority	Disconnect
LowPriority	LowPriority	LowPriority	LoadRQ_OBJECT
HasConnection	HasConnection	Class	Class
NumberOfSignals	NumberOfSignals	Class_Name	Class_Name
NumberOfConnections	NumberOfConnections	Class	Class
Connected	Connected	ShowMembers	ShowMembers
Disconnected	Disconnected	ShowMembers	ShowMembers