

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