

TGWindow	
fgCounter	kEditDisableButton
kEditEnable	kEditDisableKey
kEditDisable	fgIsA
kEditDisableEvent	fParent
kEditDisableGrab	NeedRedraw
kEditDisableLayout	fName
kEditDisableResize	fEditDisabled
kEditDisableHeight	
kEditDisableWidth	
Streamer	HandleEvent
TGWindow	HandleTimer
TGWindow	HandleIdleEvent
operator=	Move
DoRedraw	Resize
TGWindow	MoveResize
TGWindow	IsMapped
@-TGWindow	IsEditable
GetParent	GetEditDisabled
GetMainFrame	SetEditDisabled
MapWindow	SetEditable
MapSubwindows	MustCleanup
MapRaised	Print
UnmapWindow	SetWindowName
DestroyWindow	GetName
DestroySubwindow	SetName
RaiseWindow	SetMapSubwindows
LowerWindow	IsMapSubwindows
IconifyWindow	GetCounter
ReparentWindow	Class
RequestFocus	Class_Name
SetBackgroundClass	
SetBackgroundPixmap	
HandleExpose	

TGFrame			
kDeleteWindowClass	fgBkgndGC	fX	fOptions
fgInit	fgBkgndGC	fY	fBackground
fgDefaultFrameBackground	fgLastClick	fWidth	fEventMask
fgDefaultSelectedBackground	fgLastButton	fHeight	fDNDDState
fgWhitePixel	fgDbx	fMinWidth	fFE
fgBlackPixel	fgDby	fMinHeight	
fgBlackGC	fgDbw	fMaxWidth	
fgWhiteGC	fgUserColor	fMaxHeight	
fgHighlightGC	fgIsA	fBorderWidth	
Streamer	HandleMotion	ReparentWindow	SetX
GetLastClick	HandleKey	MapWindow	SetY
GetSender	HandleFocusChange	MapRaised	SetWidth
Draw3dRectangle	HandleClientMessage	MapWindow	SetHeight
DoRedraw	HandleSelection	DrawBorder	SetMinWidth
GetResourcePool	HandleSelection	DrawCopy	SetMinHeight
GetOptionString	HandleSelection	Draw	SetMaxWidth
StartGuiBuilding	HandleColorMapChange	Draw	SetMaxHeight
TGFrame	HandleDragEnter	IsComposite	SetSize
operator=	HandleDragLeave	IsEditable	Print
GetDefaultFrameBackground	HandleDragMotion	IsEditable	SaveUserColor
GetDefaultSelectedBackground	HandleDragMotion	SetLayoutBroker	SavePrimitive
GetWhitePixel	ProcessedConfigure	LayoutBroken	Delete
GetBlackPixel	ProcessedEvent	SetCleanup	DrawClone
GetBlackGC	SendMessage	SetDragType	DrawClass
GetWhiteGC	ProcessMessage	SetDropType	Dump
GetHiilightGC	GetDefaultSize	GetDragType	Inspect
GetShadowGC	Move	GetDropType	SetDrawOption
GetBckgndGC	Resize	GetWidth	SetDNDDSource
TGFrame	Resize	GetHeight	SetDNDDTarget
TGFrame	MoveResize	GetMinWidth	IsDNDDSource
@-TGFrame	GetDefaultWidth	GetMinHeight	IsDNDDTarget
DeleteWindow	GetDefaultHeight	GetMaxWidth	GetDNDDData
ReallyDelete	GetBackground	GetMaxHeight	HandleDNDDrop
GetEventMask	ChangeBackground	GetSize	HandleDNDDPosition
AddInput	SetBackgroundClass	GetX	HandleDNDDEnter
RemoveInput	GetForeground	GetY	HandleDNDDLeave
HandleEvent	SetForegroundClass	GetBorderWidth	HandleDNDDFinished
HandleConfigure	SetOptions	GetFrameElement	Class
HandleButton	ChangeOptions	SetFrameElement	Class_Name
HandleDoubleClick	Layout	Contains	IsA
HandleCrossing	MapSubwindows	GetFrameFromPoint	

TGCompositeFrame	
fgDefaultHints	fLayoutBroken
fgIsA	fMustCleanup
fLayoutManager	fMapSubwindows
fList	
Streamer	AddFrame
TGCompositeFrame	RemoveAll
operator=	RemoveFrame
TGCompositeFrame	ShowFrame
TGCompositeFrame	HideFrame
@-TGCompositeFrame	SetState
GetList	IsVisible
GetDefaultWidth	IsVisible
GetDefaultHeight	IsArranged
GetDefaultSize	IsArranged
GetFrameFromPoint	IsComposite
TranslateCoordinates	IsEditable
MapSubwindows	SetEditable
Layout	SetLayoutBroken
HandleButton	IsLayoutBroken
HandleDoubleClick	SetEditDisabled
HandleCrossing	SetCleanup
HandleMotion	MustCleanup
HandleKey	Cleanup
HandleFocusChange	SetMapSubwindows
HandleSelection	IsMapSubwindows
HandleDragEnter	Print
HandleDragLeave	ChangeSubframesBackground
HandleDragMotion	SavePrimitive
HandleDragDrop	SavePrimitiveSubframes
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	fgA
SetLayoutManager	
FindFrameElement	

TSessionInputFrame
fViewer
fLVContainer
fgIsA
TSessionInputFrame
@-TSessionInputFrame
AddObject
Build
RemoveAll
GetLVContainer
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	BlockSignals	Emit	Message
GetSender	CollectClassSignals	fHints	Connect
GetSenderClassName	fHints	Emit	Connect
ConnectToClass	Emit	Emit	Disconnect
ConnectToClass	Emit	Connect	Disconnect
CheckConnectArgument	Emit	Disconnect	AreAllSignalsBlocked
CompressName	Emit	HighPriority	BlockAllSignals
TQObject	Emit	LowPriority	Class
operator=	Emit	HasConnection	Class_Name
TQObject	Emit	NumberOfSignals	IsA
@-TQObject	Emit	NumberOfConnections	ShowMembers
GetListOfClassSignals	fHints	Connected	
GetListOfSignals	Emit	Disconnected	