

TGFrame			
kDeleteWindowCaption	ShadowGC	fX	fOptions
fgInit	fgBckgndGC	fY	fBackground
fgDefaultFrameBackgroundClick	fgLastClick	fWidth	fEventMask
fgDefaultSelectedBackgroundButton	fgLastButton	fHeight	fDNDState
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	HandleSelectionRequest	Copy	SetMinHeight
GetOptionString	HandleSelectionChange	Activate	SetMaxWidth
StartGuiBuilding	HandleColorMapChange	Change	SetMaxHeight
TGFrame	HandleDragEnter	IsComposite	SetSize
operator=	HandleDragLeave	IsEditable	Print
GetDefaultFrameBackgroundMotion	GetEditable	SaveUserColor	
GetDefaultSelectedBackgroundTop	SetLayoutBroken	SavePrimitive	
GetWhitePixel	ProcessedConfigure	LayoutBroken	Delete
GetBlackPixel	ProcessedEvent	SetCleanup	DrawClone
GetBlackGC	SendMessage	SetDragType	DrawClass
GetWhiteGC	ProcessMessage	SetDropType	Dump
GetHighlightGC	GetDefaultSize	GetDragType	Inspect
GetShadowGC	Move	GetDropType	SetDrawOption
GetBckgndGC	Resize	GetWidth	SetDNDSource
TGFrame	Resize	GetHeight	SetDNDTarget
TGFrame	MoveResize	GetMinWidth	IsDNDSource
@~TGFrame	GetDefaultWidth	GetMinHeight	IsDNDTarget
DeleteWindow	GetDefaultHeight	GetMaxWidth	GetDNDData
ReallyDelete	GetBackground	GetMaxHeight	HandleDNDDrop
GetEventMask	ChangeBackground	GetSize	HandleDNDPosition
AddInput	SetBackgroundColor	GetX	HandleDNDEnter
RemoveInput	GetForeground	GetY	HandleDNDLeave
HandleEvent	SetForegroundColor	GetBorderWidth	HandleDNDFinished
HandleConfigureNotify	Options	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	Create
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	ChangeSubframes
HandleDragMotion	SavePrimitive
HandleDragDrop	SavePrimitiveSubframes
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	IsA
SetLayoutManager	
FindFrameElement	

TGedFrame
fInit
fGedEditor
fModelClass
fAvoidSignal
fExtraTabs
fPriority
fgIsA
TGedFrame
operator=
MakeTitle
TGedFrame
@~TGedFrame
Update
GetDrawOption
GetModelClass
GetPriority
GetExtraTabs
GetGedEditor
AddExtraTab
CreateEditorTabSubframes
Refresh
SetDrawOption
AcceptModel
SetModelClass
SetModel
SetGedEditor
ActivateBaseClassEditor
Class
Class_Name
IsA
ShowMembers

TStructNodeEditor
fColors
fNode
fMaxObjectsNumberEntered
fMaxLevelsNumberEntered
fTypeName
fNodeNameLabel
fNameEntry
fColorSelect
fSelectedProperty
fDefaultButton
fApplyButton
fAutoRefresh
fgIsA
FindNodeProperty
GetDefaultProperty
Init
TStructNodeEditor
@~TStructNodeEditor
ApplyButtonSlot
AutoRefreshButtonSlot
ColorSelectedSlot
DefaultButtonSlot
MaxLevelsValueSetSlot
MaxObjectsValueSetSlot
SetModel
Update
Update
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	BlockSignals	Emit	Message
GetSender	CollectClassSignals	Hints	Connect
GetSenderClassName	emitVA	Emit	Connect
ConnectToClass	Emit	Emit	Disconnect
ConnectToClass	Emit	Connect	Disconnect
CheckConnectArgs	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	Signals	Connected	
GetListOfSignals	Emit	Disconnected	