

TGFrame			
kDeleteWindowClass	GC	fX	fOptions
fgInit	fgBckgndGC	fY	fBackground
fgDefaultFrameBackgroundClick		fWidth	fEventMask
fgDefaultSelectedBackground		fHeight	fDNDState
fgWhitePixel	fgDbx	fMinWidth	fFE
fgBlackPixel	fgDby	fMinHeight	
fgBlackGC	fgDbw	fMaxWidth	
fgWhiteGC	fgUserColor	fMaxHeight	
fgHilighGC	fgIsA	fBorderWidth	
Streamer	HandleMotion	ReparentWindow	SetX
GetLastClick	HandleKey	MapWindow	SetY
GetSender	HandleFocusChange	MapRaised	SetWidth
Draw3dRectangle	HandleClientMessage	SwapWindow	SetHeight
DoRedraw	HandleSelection	DrawBorder	SetMinWidth
GetResourcePool	HandleSelection	DropCopy	SetMinHeight
GetOptionString	HandleSelection	Activate	SetMaxWidth
StartGuiBuilding	HandleColorMapChange		SetMaxHeight
TGFrame	HandleDragEnter	IsComposite	SetSize
operator=	HandleDragLeave	IsEditable	Print
GetDefaultFrameBackgroundMotif		IsEditable	SaveUserColor
GetDefaultSelectedBackground		IsLayoutBroker	SavePrimitive
GetWhitePixel	ProcessedConfig	LayoutBroken	Delete
GetBlackPixel	ProcessedEvent	SetCleanup	DrawClone
GetBlackGC	SendMessage	SetDragType	DrawClass
GetWhiteGC	ProcessMessage	SetDropType	Dump
GetHilighGC	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	SetBackgroundClass		HandleDNDEnter
RemoveInput	GetForeground	GetY	HandleDNDLeave
HandleEvent	SetForegroundClass	GetBorderWidth	HandleDNDFinished
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	GetMapSubwindows
HandleSelection	IsMapSubwindows
HandleDragEnter	Print
HandleDragLeave	ChangeSubframesBy
HandleDragMotion	SavePrimitive
HandleDragDrop	SavePrimitiveSubframe
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	Class_Name
SetLayoutManager	
FindFrameElement	

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

TSpiderEditor	
fgIsA	fBrowse
fSpider	fGotoEntry
fDisplayAverage	fGotoNext
fAvLineStyleColor	fPicNext
fAvLineWidthColor	fGotoPrevious
fAvLineColorSelected	fPicPrevious
fAvFillColorSelected	fGotoFollowing
fAvFillPatternSelected	fPicFollowing
fSetNx	fGotoPreceding
fSetNy	fPicPreceding
fBgroup	fAddVar
fPolyLines	fDeleteVar
fSegment	
Streamer	DoSetNy
ConnectSignals	DoSetPlotType
MakeBrowse	SetModel
TSpiderEditor	DoAvLineStyle
@-TSpiderEditor	DoAvLineWidth
DoAddVar	DoAvLineColor
DoDeleteVar	DoAvFillColor
DoDisplayAverage	DoAvFillPattern
DoGotoEntry	Class
DoGotoNext	Class_Name
DoGotoPrevious	IsA
DoGotoFollowing	ShowMembers
DoGotoPreceding	StreamerNVirtual
DoSetNx	

TQObject			
fgAllSignalsBlocked	fListOfSignals	fSignalsBlocked	
fgIsA	fListOfConnections		
Streamer	BlockSignals	Emit	Message
GetSender	CollectClassSignals	Exists	Connect
GetSenderClass	Name/A	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	Exists	Connected	
GetListOfSignals	Emit	Disconnected	