QObject

staticMetaObject, staticQtMetaObject, staticMetaObjectExtraData, d_ptr

metaObject, connect
qt_metacast, connect
tr, disconnect
trUtf8, disconnect
tr, disconnect
trUtf8, disconnect
qt_metacall, dumpObjectTree
qt_static_meta, dumpObjectInfo
d_func, setProperty
d_func, property
QObject, dynamicProperty
@~QObject, registerUserData
devType, setUserData
winId, userData
event, destroyed
eventFilter, parent
objectName, inherits
setObjectName, deleteLater
isWidgetType, sender
signalsBlocked, senderSignalIndex
blockSignals, receivers
thread, timerEvent
moveToThread, childEvent
startTimer, customEvent
killTimer, connectNotify
children, disconnectNotify
setParent, QObject
installEventFilter, connect
removeEventFilter

QWidget

staticMetaObject, metaObject, ..., ExternalData, BaseGeometry, IgnoreMask, data

qt_metacast, maximumSize, unsetCursor, unsetLocale, showMaximized, focusWidget, enterEvent
tr, minimumWidth, setMouseTracking, isRightToLeft, showFullScreen, nextInFocusChain, leaveEvent
trUtf8, minimumHeight, hasMouseTracking, setLayoutDirection, showNormal, previousInFocusChain, paintEvent
tr, maximumWidth, underMouse, setFocus, close, acceptDrops, moveEvent
trUtf8, maximumHeight, setMask, isActiveWindow, raise, setAcceptDrops, resizeEvent
qt_metacall, setMinimumSize, setMask, activateWindow, lower, addAction, closeEvent
qt_static_meta, setMinimumSize, clearMask, clearFocus, stackUnder, addActions, contextMenuEvent
d_func, setMaximumSize, setMask, setFocus, move, insertAction, tabletEvent
d_func, setMaximumSize, focusPolicy, move, insertActions, actionEvent
QWidget, setMinimumWidth, setFocusPolicy, resize, removeAction, dragEnterEvent
@~QWidget, setMaximumWidth, hasFocus, resize, actions, dragMoveEvent
devType, setMaximumHeight, setTabOrder, setGeometry, parentWidget, dragLeaveEvent
winId, sizeIncrement, setFocusProxy, setGeometry, setWindowFlags, dropEvent
createWinId, setSizeIncrement, focusProxy, saveGeometry, windowFlags, showEvent
internalWinId, setSizeIncrement, setWindowTitle, contextMenuPolicy, restoreGeometry, overrideWindowFlags, hideEvent
effectiveWinId, baseSize, setStyleSheet, setContextMenuPolicy, adjustSize, windowType, x11Event
style, baseSize, styleSheet, grabMouse, isVisible, find, changeEvent
setStyle, setBaseSize, windowTitle, grabMouse, isVisibleTo, childAt, metric
isTopLevel, setBaseSize, setWindowIcon, releaseMouse, isHidden, childAt, inputMethodE
isWindow, setFixedSize, windowIcon, grabKeyboard, isMinimized, x11Info, inputMethodQ
isModal, setFixedSize, setWindowIconText, releaseKeyboard, isMaximized, x11PictureHandle, inputMethodH
windowModality, setFixedWidth, windowIconText, grabShortcut, isFullScreen, handle, setInputMethod
setWindowModality, setFixedHeight, setWindowRole, releaseShortcut, windowState, setAttribute, resetInputCon
isEnabled, mapFromGlobal, windowRole, setShortcutEnabled, setWindowState, testAttribute, updateMicroFo
isEnabledTo, mapToParent, windowFilePath, setShortcutAutoRepeat, repaint, create,
isEnabledToTLW, mapFromParent, setWindowOpacity, keyboardGrabber, minimumSizeHint, ensurePolished, destroy
setEnabled, mapTo, windowOpacity, updatesEnabled, sizePolicy, setInputContext, focusNextPrev
setDisabled, mapFrom, isWindowModified, setUpdatesEnabled, sizePolicy, inputContext, focusNextChild
setWindowModified, setToolTip, graphicsProxyWidget, autoFillBackground, QWidget, focusPreviousChild
frameGeometry, toolTip, update, heightForWidth, setAutoFillBackground, QWidget
geometry, topLevelWidget, setStatusTip, repaint, visibleRegion, setWindowState, setLayout
normalGeometry, palette, statusTip, update, setContentsMargins, nativeParentWidget, QWidget
x, setPalette, setWhatsThis, update, setContentsMargins, createWinId, setContentsMenuPolicy
y, setBackgroundRole, whatsThis, update, getContentsMargins, styleChange
pos, backgroundRole, setAccessibleName, repaint, contentsMargins, enabledChange
frameSize, setForegroundRole, setAccessibleName, contentsRect, paletteChange
size, foregroundRole, accessibleDescription, layout, mouseDoubleClickEvent, fontChange
width, font, setAccessibleDescription, setLayout, mouseMoveEvent
height, setFont, setLayoutDirection, setHidden, updateGeometry, wheelEvent
rect, fontMetrics, layoutDirection, show, setParent, keyPressEvent
childrenRect, fontInfo, unsetLayoutDirection, show, setParent, keyReleaseEvent
childrenRegion, cursor, setLocale, setShown, scroll, focusInEvent
minimumSize, setCursor, locale, showMinimized, scroll, focusOutEvent

TQtWidget

staticMetaObject, Canvas, fSaveFormat
staticMetaObject, fRectEnableD, fInsidePaintEvent
fBits, fPixmapScreen, fOldMousePos
kBitMask, fPaint, fIgnoreLeaveEnter
fNeedStretch, fSizeChanged, fRefreshTimer
fCanvasDecor, fDoubleBuffer, fGLA
kEXITSIZEMOVE, fEmbedded
kENTERSIZEMOVE, fSizeHint
kFORCESIZE, fWrapper

metaObject, enterEvent, SetCanvasDecorator
qt_metacast, customEvent, InitRint
tr, contextMenu, GetEvent
trUtf8, focusInEvent, GetEventX
tr, focusOutEvent, GetEventY
trUtf8, leaveEvent, GetSelected
qt_metacall, mouseDouble, GetSelectedX
qt_static_meta, mouseMoveEvent, GetSelectedY
TQtWidget, mousePressEvent, GetSelectedPad
operator=, mouseReleaseEvent, EnableSignalEvents
Init, keyPressEvent, DisableSignalEvents
ResetCanvas, keyReleaseEvent, IsSignalEventEnabled
TQtWidget, showEvent, Canvas
TQtWidget, paintEvent, Canvas
@~TQtWidget, resizeEvent, Canvas
SetCanvas, SetSizeHint, cd
GetCanvas, sizeHint, cd
SetBuffer, minimumSize, Disconnect
GetBuffer, sizePolicy, Refresh
GetOffScreen, SizeEvent, Save
Erase, stretchWidget, Save
IsDoubleBuffered, CanvasDecorator, Saver
SetDoubleBuffer, SetBit, Save
SetSaveFormat, SetBit, RefreshCB
SetRootID, ResetBit, CanvasPainted
GetRootID, TestBit, Saved
EmitCanvas, PaintBits, RootEventProcessed
Canvas, InvertBit, Class
paintFlag, EmitSignal, Class_Name
AdjustBuffer, SizeTestedSignal,
PaintingActive, GetAllBits, ShowMembers
SetIgnoreLeaveEnter, SetAllBits

QPaintDevice

PdmWidth, PdmWidthMM, PdmNumColors, PdmDpiX, PdmPhysicalDpiX,
PdmHeight, PdmHeightMM, PdmDepth, PdmDpiY, PdmPhysicalDpiY

@~QPaintDevice, paintEngine, widthMM, logicalDpiX, numColors, QPaintDevice
devType, width, heightMM, physicalDpiX, colorCount, metric
paintingActive, height, logicalDpiX, physicalDpiY, depth