

**TVirtualDragManager**

<b>fMoveWaiting</b>	<b>fFrameUnder</b>
<b>fDragging</b>	<b>fTarget</b>
<b>fDropping</b>	<b>fPasteFrame</b>
<b>fPasting</b>	<b>fgIsA</b>
<b>fDragType</b>	
<b>fSource</b>	
<b>Streamer</b>	<b>Drop</b>
<b>Init</b>	<b>Cancel</b>
<b>TVirtualDragManager</b>	<b>HandleEvent</b>
<b>@~TVirtualDragManager</b>	<b>HandleTimerEvent</b>
<b>GetEDragType</b>	<b>IgnoreEvent</b>
<b>IsMoveWaiting</b>	<b>SetEditable</b>
<b>IsDragging</b>	<b>GetStrartDragX</b>
<b>IsDropping</b>	<b>GetStrartDragY</b>
<b>IsPasting</b>	<b>GetEndDragX</b>
<b>GetTarget</b>	<b>GetEndDragY</b>
<b>GetSource</b>	<b>Instance</b>
<b>GetFrameUnder</b>	<b>Class</b>
<b>GetPasteFrame</b>	<b>Class_Name</b>
<b>SetTarget</b>	<b>IsA</b>
<b>SetSource</b>	<b>ShowMembers</b>
<b>SetPasteFrame</b>	<b>StreamerNVirtual</b>
<b>StartDrag</b>	
<b>EndDrag</b>	