

TGFrame			
kDeleteWindowCallback	fBorderWidth	fgWhitePixel	fgDbx
fX	fOptions	fgBlackPixel	fgDby
fY	fBackground	fgBlackGC	fgDbw
fWidth	fEventMask	fgWhiteGC	fgUserColor
fHeight	fDNDSState	fgHighlightGC	fgIsA
fMinWidth	fFE	fgShadowGC	
fMinHeight	fGinit	fgBckgndGC	
fMaxWidth	fgDefaultFrameBackground	fgLastClick	
fMaxHeight	fgDefaultSelectedBackground	fgKeyButton	
@-TGFrame	HandleKey	MapWindow	SetY
GetLastClick	HandleFocusChange	MapRaised	SetWidth
GetSender	HandleClientMessage	MapWindow	SetHeight
Draw3dRectangle	HandleSelection	DrawBorder	SetMinWidth
DoRedraw	HandleSelectionRequest	DrawCopy	SetMinHeight
GetResourcePool	HandleSelectionRequest	DrawCopy	SetMaxWidth
GetOptionString	HandleColorMapChange	DrawCopy	SetMaxHeight
StartGuiBuilding	HandleDragEnter	IsComposite	SetSize
TGFrame	HandleDragLeave	IsEditable	Print
operator=	HandleDragMotion	SetEditable	SaveUserColor
GetDefaultFrameBackground	Drop	SetLayoutBroken	SavePrimitive
GetDefaultSelectedBackground	Configure	LayoutBroken	Delete
GetWhitePixel	ProcessedEvent	SetCleanup	DrawClone
GetBlackPixel	SendMessage	SetDragType	DrawClass
GetBlackGC	ProcessMessage	SetDropType	Dump
GetWhiteGC	GetDefaultSize	GetDragType	Inspect
GetHighlightGC	Move	GetDropType	SetDrawOption
GetShadowGC	Resize	GetWidth	SetDNDSource
GetBckgndGC	Resize	GetHeight	SetDNDDTarget
TGFrame	MoveResize	GetMinWidth	IsDNDSource
TGFrame	GetDefaultWidth	GetMinHeight	IsDNDDTarget
DeleteWindow	GetDefaultHeight	GetMaxWidth	GetDNDDData
ReallyDelete	GetBackground	GetMaxHeight	HandleDNDDrop
GetEventMask	ChangeBackground	GetSize	HandleDNDDPosition
AddInput	SetBackgroundColor	GetX	HandleDNDDEnter
RemoveInput	GetForeground	GetY	HandleDNDDLeave
HandleEvent	SetForegroundColor	GetBorderWidth	HandleDNDDFinished
HandleConfigureNotify	fOptions	GetFrameElement	Class
HandleButton	ChangeOptions	SetFrameElement	Class_Name
HandleDoubleClick	Layout	Contains	IsA
HandleCrossing	MapSubwindows	GetFrameFromPosition	ShowMembers
HandleMotion	ReparentWindow	SetX	

TGCompositeFrame	
fLayoutManager	fMapSubwindows
fList	fgDefaultHints
fLayoutBroken	fgIsA
fMustCleanup	
@-TGCompositeFrame	RemoveAll
TGCompositeFrame	RemoveFrame
operator=	ShowFrame
TGCompositeFrame	HideFrame
TGCompositeFrame	GetState
GetList	IsVisible
GetDefaultWidth	IsVisible
GetDefaultHeight	IsArranged
GetDefaultSize	IsArranged
GetFrameFromPosition	Composite
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	SavePrimitiveSubframe
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	fgIsA
SetLayoutManager	ShowMembers
FindFrameElement	
AddFrame	

TGedFrame		AliEveTRDLoaderSimEditor	
fInit		fM	
fGedEditor		fCheckedHits	
fModelClass		fCheckedDigits	
fAvoidSignal		fCheckedClusters	
fExtraTabs		fCheckedTracklets	
fPriority		fgIsA	
fgIsA		@-AliEveTRDLoaderSimEditor	
@-TGedFrame		AliEveTRDLoaderSimEditor	
operator=		SetModel	
MakeTitle		Toggle	
Update		AliEveTRDLoaderSimEditor	
GetDrawOption		operator=	
GetModelClass		Class	
GetPriority		Class_Name	
GetExtraTabs		IsA	
GetGedEditor		ShowMembers	
AddExtraTab			
CreateEditorTab		SubFrame	
Refresh			
SetDrawOption			
AcceptModel			
SetModelClass			
SetModel			
SetGedEditor			
ActivateBaseClassEditors			
Class			
Class_Name			
IsA			
ShowMembers			

TQObject			
fListOfSignals	fSignalsBlocked	fgIsA	
fListOfConnections	fgAllSignalsBlocked		
@-TQObject	EmitVA	Emit	Connect
GetSender	EmitVA	Emit	Connect
GetSenderClass	Emit	Emit	Disconnect
ConnectToClass	Emit	Connect	Disconnect
ConnectToClass	Emit	Disconnect	AreAllSignalsBlocked
CheckConnectArgs	Emit	HighPriority	BlockAllSignals
TQObject	Emit	LowPriority	LoadRQ_OBJECT
operator=	Emit	HasConnection	Class
TQObject	Emit	NumberOfSignals	Class_Name
GetListOfClassSignals	Emit	NumberOfConnections	
GetListOfSignals	Emit	Connected	ShowMembers
GetListOfConnections	Emit	Disconnected	
AreSignalsBlocked	Emit	Destroyed	