

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
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	ChangeSubframesBack
HandleDragMotion	SavePrimitive
HandleDragDrop	SavePrimitiveSubframe
ChangeOptions	Class
ProcessMessage	Class_Name
GetLayoutManager	IsA
SetLayoutManager	ShowMembers
FindFrameElement	
AddFrame	

TGMainFrame	
kDontCallClose	fWMy
fDNDTypeList	fWMWidth
fBindList	fWMHeight
fWindowName	fWMMinWidth
fIconName	fWMMinHeight
fIconPixmap	fWMMaxWidth
fClassName	fWMMaxHeight
fResourceName	fWMWidthInc
fMWMValue	fWMHeightInc
fMWMFuncs	fWMInitState
fMWMInput	fgIsA
fWMX	
@~TGMainFrame	SetWMPosition
GetMWMvalueString	SetWMSize
GetMWMfuncString	SetWMSizeHints
GetMWMinpString	SetWMState
TGMainFrame	BindKey
operator=	RemoveBind
TGMainFrame	GetBindList
HandleKey	GetWindowName
HandleClientMessage	GetIconName
HandleSelection	GetIconPixmap
HandleSelectionRequest	GetClassHints
HandleButton	GetMWMHints
HandleMotion	GetWMPosition
SaveFrameAsCodeObject	GetWMSize
SendCloseMessage	GetWMSizeHints
CloseWindow	GetWMState
DontCallClose	SavePrimitive
SetWindowName	SaveSource
SetIconName	Class
SetIconPixmap	Class_Name
SetIconPixmap	IsA
SetClassHints	ShowMembers
SetMWMHints	

TGTransientFrame
fMain
kCenter
kLeft
kRight
kTop
kBottom
kTopLeft
kTopRight
kBottomLeft
kBottomRight
fgIsA
@~TGTransientFrame
TGTransientFrame
operator=
TGTransientFrame
CenterOnParent
GetMain
SavePrimitive
SaveSource
Class
Class_Name
IsA
ShowMembers

AliMUONAlignmentCompareDialog
fF1
fOCDBPath1
fRun1
fF2
fOCDBPath2
fRun2
fF3
fBaseline
fButtonFrame
fOK
fCancel
fgIsA
@~AliMUONAlignmentCompareDialog
AliMUONAlignmentCompareDialog
DoOK
DoCancel
AliMUONAlignmentCompareDialog
operator=
CompareAlignment
AddInput
Class
Class_Name
IsA
ShowMembers