

TGWindow	
fParent	kEditDisableLayout
fNeedRedraw	kEditDisableResize
fName	kEditDisableHeight
fgCounter	kEditDisableWidth
fEditDisabled	kEditDisableBtnEna
kEditEnable	kEditDisableKeyEna
kEditDisable	fglsA
kEditDisableEvents	
kEditDisableGrab	
@-TGWindow	HandleTimer
TGWindow	HandleIdleEvent
TGWindow	Move
operator=	Resize
DoRedraw	MoveResize
TGWindow	IsMapped
TGWindow	IsEditable
GetParent	GetEditDisabled
GetMainFrame	SetEditDisabled
MapWindow	SetEditable
MapSubwindows	MustCleanUp
MapRaised	Print
UnmapWindow	SetWindowName
DestroyWindow	GetName
DestroySubwindow	SetName
RaiseWindow	SetMapSubwindows
LowerWindow	IsMapSubwindows
IconifyWindow	GetCounter
ReparentWindow	Class
RequestFocus	Class_Name
SetBackgroundClass	Class
SetBackgroundPainter	ShowMembers
HandleExpose	
HandleEvent	

TGFrame				
kDeleteWindowClass	BorderWidth	fgWhitePixel	fgDbx	
fX	fOptions	fgBlackPixel	fgDby	
fY	fBackground	fgBlackGC	fgDbw	
fWidth	fEventMask	fgWhiteGC	fgUserColor	
fHeight	fDNDState	fgHilighGC	fglsA	
fMinWidth	fFE	fgShadowGC		
fMinHeight	fgInit	fgBckgndGC		
fMaxWidth	fgDefaultFrameBackground	fgLastClick		
fMaxHeight	fgDefaultSelectedBackground	fgLastClick		
@-TGFrame	HandleKey	MapWindow	SetY	
GetLastClick	HandleFocusChange	MapRaised	SetWidth	
GetSender	HandleClientMessage	MapWindow	SetHeight	
Draw3dRectangle	HandleSelectionRequest	DrawBorder	SetMinWidth	
DoRedraw	HandleSelectionRequest	Copy	SetMinHeight	
GetResourcePool	HandleSelectionRequest	Activate	SetMaxWidth	
GetOptionString	HandleColorMapChange	SetType	SetMaxHeight	
StartGuiBuilding	HandleDragEnter	Composite	SetSize	
TGFrame	HandleDragLeave	Editable	Print	
operator=	HandleDragMotion	SetEditable	SaveUserColor	
GetDefaultFrameBackground	DropSetLayoutBroker	SavePrimitive		
GetDefaultSelectedBackground	DropSetLayoutBroker	Delete		
GetWhitePixel	ProcessedEvent	SetCleanUp	DrawClone	
GetBlackPixel	SendMessage	SetDragType	DrawClass	
GetBlackGC	ProcessMessage	SetDropType	Dump	
GetWhiteGC	GetDefaultSize	GetDragType	Inspect	
GetHilighGC	Move	GetDropType	SetDrawOption	
GetShadowGC	Resize	GetWidth	SetDNDSource	
GetBckgndGC	Resize	GetHeight	SetDNDTarget	
TGFrame	MoveResize	GetMinWidth	IsDNDSource	
TGFrame	GetDefaultWidth	GetMinHeight	IsDNDTarget	
DeleteWindow	GetDefaultHeight	GetMaxWidth	GetDNDData	
ReallyDelete	GetBackground	GetMaxHeight	HandleDNDrop	
GetEventMask	ChangeBackground	GetSize	HandleDNDPosition	
AddInput	SetBackgroundClass	GetX	HandleDNDEnter	
RemoveInput	GetForeground	GetY	HandleDNDLeave	
HandleEvent	SetForegroundClass	GetBorderWidth	HandleDNDFinished	
HandleConfigure	SetOptions	GetFrameElement	Class	
HandleButton	ChangeOptions	SetFrameElement	Class_Name	
HandleDoubleClick	Layout	Contains	IsA	
HandleCrossing	MapSubwindows	GetFrameFromPainter	ShowMembers	
HandleMotion	ReparentWindow	SetX		

TGCompositeFrame	
fLayoutManager	fMapSubwindows
fList	fgDefaultHints
fLayoutBroken	fglsA
fMustCleanUp	
@-TGCompositeFrame	RemoveAll
TGCompositeFrame	RemoveFrame
operator=	ShowFrame
TGCompositeFrame	HideFrame
TGCompositeFrame	GetState
GetList	IsVisible
GetDefaultWidth	IsVisible
GetDefaultHeight	IsArranged
GetDefaultSize	IsArranged
GetFrameFromPainter	Composite
TranslateCoordinates	Editable
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	Class
SetLayoutManager	ShowMembers
FindFrameElement	
AddFrame	

AliMUONPainterMasterFrame	
fNavigationFrame	
fPainterMatrixFrame	
fBackButton	
fForwardButton	
fGroupTitle	
fPrintMeButton	
fPrintAsButton	
fNavigation	
fCurrentNavigationPosition	
fAttPainterSelectorFrame	
fgkBorderSize	
fglsA	
@-AliMUONPainterMasterFrame	
AliMUONPainterMasterFrame	
Backward	
ChangeTitle	
Clicked	
ShiftClicked	
Forward	
PainterMatrixWantToShow	
Update	
AttributesChanged	
SaveAs	
PrintAs	
PrintMe	
AliMUONPainterMasterFrame	
operator=	
AddPainterMatrix	
SetNavigation	
MakeTopPainterMatrix	
ShowPainterMatrix	
UpdateNavigation	
UpdateAttributes	
Class	
Class_Name	
IsA	
ShowMembers	

TQObject			
fListOfSignals	fSignalsBlocked	fglsA	
fListOfConnections	fAllSignalsBlocked		
@-TQObject	EmitVA	Emit	Connect
GetSender	EmitVA	Emit	Connect
GetSenderClassName	Emit	Emit	Disconnect
ConnectToClass	Emit	Connect	Disconnect
ConnectToClass	Emit	Disconnect	AreAllSignalsBlocked
CheckConnectArgument	fgInit	HighPriority	BlockAllSignals
TQObject	Emit	LowPriority	LoadRQ_OBJECT
operator=	Emit	HasConnection	Class
TQObject	Emit	NumberOfSignals	Class_Name
GetListOfClassSignals	Emit	NumberOfConnections	Class
GetListOfSignals	Emit	Connected	ShowMembers
GetListOfConnections	Emit	Disconnected	
AreSignalsBlocked	fgInit	Destroyed	