

TGFrame		
fX	fEventMask	fgBckgndGC
fY	fFE	fgLastClick
fWidth	fgInit	fgLastButton
fHeight	fgDefaultFrameBackground	
fMinWidth	fgDefaultSelectedBackground	
fMinHeight	fgWhitePixel	fgDbw
fMaxWidth	fgBlackPixel	fgUserColor
fMaxHeight	fgBlackGC	fgIsA
fBorderWidth	fgWhiteGC	
fOptions	fgHighlightGC	
fBackground	fgShadowGC	
@~TGFrame HandleDragEnterSetDragType GetLastClickHandleDragLeaveSetDropType GetSenderHandleDragMotionGetDragType Draw3dRectangleHandleDragDropGetDropType DoRedrawProcessedEventGetWidth GetResourcePoolSendMessageGetHeight GetOptionStringProcessMessageGetMinWidth StartGuiBuildingGetDefaultSizeGetMinHeight GetDefaultFrameBackgroundGetMaxWidth GetDefaultSelectedBackgroundGetMaxHeight GetWhitePixelResizeGetSize GetBlackPixelMoveResizeGetX GetBlackGCGetDefaultWidthGetY GetWhiteGCGetDefaultHeightGetBorderWidth GetHiilghtGCGetBackgroundGetFrameElement GetShadowGCChangeBackgroundSetFrameElement GetBckgndGCSetBackgroundContains TGFrameGetForegroundGetFrameFromPoint TGFrameSetForegroundGetX DeleteWindowGetOptionsSetY ReallyDeleteChangeOptionsSetWidth GetEventMaskLayoutSetHeight AddInputMapSubwindowsSetMinWidth RemoveInputReparentWindowSetMinHeight HandleEventMapWindowSetMaxWidth HandleConfigureMapRaisedSetMaxHeight HandleButtonUnmapWindowSetSize HandleDoubleClickDrawBorderPrint HandleCrossingDrawCopySaveUserColor HandleMotionActivateSavePrimitive HandleKeyIsActiveClass HandleFocusChangeCompositeClass_Name HandleClientMessageSetEditableIsA HandleSelectionSetEditableShowMembers HandleSelectionRequestLayoutBrokenStreamer HandleSelectionClearLayoutBroken HandleColormapChangeCleanup		

TGCompositeFrame	
fLayoutManager	fgContextMenu
fList	fgDefaultHints
fLayoutBroken	fgIsA
fMustCleanup	
fMapSubwindows	
@~TGCompositeFrame RemoveFrame SavePrimitiveSaveFrameSame TGCompositeFrameHideFrame TGCompositeFrameGetState GetListIsVisible GetDefaultWidthIsVisible GetDefaultHeightIsArranged GetDefaultSizeIsArranged GetFrameFromPointComposite TranslateCoordinatesEditable MapSubwindowsSetEditable LayoutSetLayoutBroken HandleButtonIsLayoutBroken HandleDoubleClickSetEditDisabled HandleCrossingSetCleanup HandleMotionMustCleanup HandleKeyCleanup HandleFocusChangeMapSubwindows HandleSelectionIsMapSubwindows HandleDragEnterPrint HandleDragLeaveSavePrimitive HandleDragMotionClass HandleDragDropClass_Name ChangeOptionsIsA ProcessMessageShowMembers GetLayoutManagerStreamer SetLayoutManager AddFrame	

TGMMainFrame	
kDontCallClose	fWMWidth
fBindList	fWMHeight
fWindowName	fWMMinWidth
fconName	fWMMinHeight
fconPixmap	fWMMaxWidth
fClassName	fWMMaxHeight
fResourceName	fWMWidthInc
fMWMValue	fWMHeightInc
fMWMFuncs	fWMInitState
fMWMInput	fgIsA
fWMX	
fWMY	
@~TGMMainFrame RemoveBind GetMWMvalueStringBindList GetMWMfuncStringGetWindowName GetMWMinpStringGetIconName TGMMainFrameGetIconPixmap HandleKeyGetClassHints HandleClientMessageGetMWMHints SendCloseMessageGetWMPosition CloseWindowGetWMSize DontCallCloseGetWMSizeHints SetWindowNameGetWMState SetIconNameSavePrimitive SetIconPixmapSaveSource SetClassHintsClass SetMWMHintsClass_Name SetWMPositionIsA SetWMSizeShowMembers SetWMSizeHintsStreamer SetWMState BindKey	

EusoMainFrame	
fMenu	fCascadeDetectorMenu
fMenuFile	fMenuLayout
fMenuConfig	fItemLayout
fMenuRun	fHelpLayout
fMenuDisplay	fWindow
fMenuRoot	fWindowContainer
fMenuHelp	theApp
fCascadeShowerMenu	fRootInputFile
fCascadeLightMenu	fgIsA
fCascadeAtmosphereMenu	
@~EusoMainFrame GuiRunRedo EusoMainFrameGuiRunRedoAll CloseWindowGuiRunSet ProcessMessageGuiDisplayDumpData EnableDisplayGuiRootHistos EnableCompareGuiRootTree DoEventGuiRootBrowser HandleMenuCommandGuiDisplayShowData GuiFileOpenInputGuiDisplayToggle3DViewer GuiFileCloseInputRootInputFile GuiFileRenameOpenRootInputFile GuiFileOpenRootOpenRootInputFile GuiFileCloseRootOpenTree GuiFileCloseRootOutput GuiConfigSelectClass_Name GuiConfigShowerBySlast GuiConfigTestLightShowMembers GuiConfigEusoStreamer GuiRunSingle GuiRunAll	

TQObject		
fListOfSignals	fgIsA	
fListOfConnections		
@~TQObject Emit Disconnected GetSenderEmit Destroyed GetSenderClassName ChangedBy ConnectToClassEmit Message ConnectToClassEmit Connect		