

**BaseDialogFactory**

**fgIsA**

**@~BaseDialogFactory**

BuildFrame

Class

Class\_Name

IsA

ShowMembers

Streamer

**DialogFactory**

**fMe**

**fgIsA**

**@~DialogFactory**

**Get**

**BuildFrame**

**DialogFactory**

**Class**

**Class\_Name**

**IsA**

**ShowMembers**

**Streamer**

**StreamerNVirtual**