

**TQObject**

<b>fListOfSignals</b>	<b>fglsA</b>
<b>fListOfConnections</b>	
<b>@~TQObject</b>	<b>Emit</b>
<b>GetSender</b>	<b>Emit</b>
<b>GetSenderClassName</b>	<b>Connect</b>
<b>ConnectToClass</b>	<b>Disconnect</b>
<b>ConnectToClass</b>	<b>HighPriority</b>
<b>CheckConnectArgs</b>	<b>LowPriority</b>
<b>TQObject</b>	<b>HasConnection</b>
<b>GetListOfClassSignals</b>	<b>NumberOfSignals</b>
<b>GetListOfSignals</b>	<b>NumberOfConnections</b>
<b>GetListOfConnections</b>	<b>Connected</b>
<b>EmitVA</b>	<b>Disconnected</b>
<b>EmitVA</b>	<b>Destroyed</b>
<b>Emit</b>	<b>ChangedBy</b>
<b>Emit</b>	<b>Message</b>
<b>Emit</b>	<b>Connect</b>
<b>Emit</b>	<b>Connect</b>
<b>Emit</b>	<b>Disconnect</b>
<b>Emit</b>	<b>Disconnect</b>
<b>Emit</b>	<b>LoadRQ_OBJECT</b>
<b>Emit</b>	<b>Class</b>
<b>Emit</b>	<b>Class_Name</b>
<b>Emit</b>	<b>IsA</b>
<b>Emit</b>	<b>ShowMembers</b>
<b>Emit</b>	<b>Streamer</b>
<b>Emit</b>	<b>StreamerNVirtual</b>
<b>Emit</b>	