

**TGuiBuilder**

**fAction**  
**fgIsA**

**@~TGuiBuilder**  
**TGuiBuilder**  
**AddAction**  
**AddSection**  
**ExecuteAction**  
**SetAction**  
**GetAction**  
**IsExecutable**  
**Show**  
**Hide**  
**Instance**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**