

TGeoBBox

fDX fOrigin[3]
 fDY fglsA
 fDZ

@~TGeoBBox GetDY
 FillBuffer3D GetDZ
 TGeoBBox GetOrigin
 TGeoBBox InspectShape
 TGeoBBox IsCylType
 TGeoBBox IsValidBox
 Capacity IsNullBox
 ComputeBBox MakeBuffer3D
 ComputeNormal Safety
 Contains SavePrimitive
 CouldBeCrossed SetBoxDimensions
 DistancetoPrimitive SetDimensions
 DistFromInside SetBoxPoints
 DistFromOutside SetPoints
 Divide SetPoints
 GetAxisName SetSegsAndPols
 GetAxisRange Sizeof3D
 GetBoundingCylinder Class
 GetBuffer3D Class_Name
 GetByteCount IsA
 GetFittingBox ShowMembers
 GetMakeRuntimeShape Streamer
 GetNmeshVertices StreamerNVirtual
 GetDX

TGeoArb8

kArb8Trap fXY[8][2]
 kArb8Tra fglsA
 fDz
 fTwist

@~TGeoArb8 GetTwist
 TGeoArb8 IsCylType
 TGeoArb8 IsSamePoint
 TGeoArb8 InsidePolygon
 Capacity InspectShape
 ComputeBBox IsTwisted
 ComputeNormal SafetyToFace
 ComputeTwist Safety
 Contains SavePrimitive
 DistToPlane SetPlaneVertices
 DistFromInside SetVertex
 DistFromOutside SetDimensions
 Divide SetPoints
 GetAxisRange SetPoints
 GetBoundingCylinderSizeof3D
 GetByteCount Class
 GetDz Class_Name
 GetFittingBox IsA
 GetMakeRuntimeShape ShowMembers
 GetPlaneNormal Streamer
 GetNmeshVertices StreamerNVirtual
 GetVertices

TGeoTrap

fTheta
 fPhi
 fH1
 fBI1
 fTI1
 fAlpha1
 fH2
 fBI2
 fTI2
 fAlpha2
 fglsA

@~TGeoTrap
 TGeoTrap
 TGeoTrap
 TGeoTrap
 TGeoTrap
 DistFromInside
 DistFromOutside
 Divide
 GetTheta
 GetPhi
 GetH1
 GetBI1
 GetTI1
 GetAlpha1
 GetH2
 GetBI2
 GetTI2
 GetAlpha2
 GetMakeRuntimeShape
 GetNmeshVertices
 Safety
 SavePrimitive
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual

TGeoGtra

fTwistAngle
 fglsA

@~TGeoGtra
 TGeoGtra
 TGeoGtra
 TGeoGtra
 DistFromInside
 DistFromOutside
 GetMakeRuntimeShape
 GetNmeshVertices
 GetTwistAngle
 SavePrimitive
 Class
 Class_Name
 IsA
 ShowMembers
 Streamer
 StreamerNVirtual