

**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 IsCylType  
 TGeoArb8 IsSamePoint  
 TGeoArb8 InsidePolygon  
 TGeoArb8 InspectShape  
 Capacity IsTwisted  
 ComputeBBox SafetyToFace  
 ComputeNormal Safety  
 ComputeTwist SavePrimitive  
 Contains SetPlaneVertices  
 DistToPlane SetVertex  
 DistFromInside SetDimensions  
 DistFromOutside SetDz  
 Divide SetPoints  
 GetAxisRange SetPoints  
 GetBoundingCylinder Sizeof3D  
 GetByteCount Class  
 GetDz Class\_Name  
 GetFittingBox IsA  
 GetMakeRuntimeShape ShowMembers  
 GetPlaneNormal Streamer  
 GetNmeshVertices StreamerNVirtual  
 GetVertices  
 GetTwist

**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