

| TGeoShape           |                     |                    |
|---------------------|---------------------|--------------------|
| fgTransform         | kGeoBox             | kGeoTrd1           |
| kBitMask32          | kGeoPara            | kGeoTrd2           |
| kGeoNoShape         | kGeoSph             | kGeoComb           |
| kGeoBad             | kGeoTube            | kGeoClosedShape    |
| kGeoRSeg            | kGeoTubeSeg         | kGeoXtru           |
| kGeoPhiSeg          | kGeoCone            | kGeoParaboloid     |
| kGeoThetaSeg        | kGeoConeSeg         | kGeoHalfSpace      |
| kGeoVisX            | kGeoPcon            | kGeoHype           |
| kGeoVisY            | kGeoPgon            | kGeoSavePrimitive  |
| kGeoVisZ            | kGeoArb8            | fShapeld           |
| kGeoRunTimeShape    | kGeoEltu            | fShapeBits         |
| kGeoInvalidShape    | kGeoTrap            | fgIsA              |
| kGeoTorus           | kGeoCtub            |                    |
| @~TGeoShape         | GetAxisRange        | Safety             |
| FillBuffer3D        | GetBoundingCyl      | SafetyPhi          |
| GetBasicColor       | GetBuffer3D         | SetDimensions      |
| SetOnBoundary       | GetByteCount        | SetId              |
| TransformPoints     | GetFittingBox       | SetPoints          |
| Big                 | GetId               | SetPoints          |
| GetTransform        | GetMakeRuntimeShape | SetSegsAndPols     |
| SetTransform        | GetName             | SetRuntime         |
| Tolerance           | GetNmeshVertices    | ShapeDistanceToPri |
| Capacity            | GetPointerName      | Sizeof3D           |
| ComputeBBox         | IsComposite         | SetShapeBit        |
| ComputeNormal       | IsCylType           | SetShapeBit        |
| Contains            | IsCloseToPhi        | ResetShapeBit      |
| CouldBeCrossed      | IsCrossingSemiPlane | TestShapeBit       |
| DistancetoPrimitive | IsInPhiRange        | TestShapeBits      |
| DistFromInside      | IsRunTimeShape      | InvertShapeBit     |
| DistFromOutside     | IsValid             | Class              |
| DistToPhiMin        | IsValidBox          | Class_Name         |
| Divide              | InspectShape        | IsA                |
| Draw                | MakeBuffer3D        | ShowMembers        |
| ExecuteEvent        | NormalPhi           | Streamer           |
| GetAxisName         | Paint               |                    |

| TGeoBBox            |                  |
|---------------------|------------------|
| fDX                 | fOrigin[3]       |
| fDY                 | fgIsA            |
| fDZ                 |                  |
| @~TGeoBBox          | GetDY            |
| FillBuffer3D        | GetDZ            |
| TGeoBBox            | GetOrigin        |
| TGeoBBox            | InspectShape     |
| TGeoBBox            | IsCylType        |
| TGeoBBox            | IsValidBox       |
| AreOverlapping      | IsNullBox        |
| Capacity            | MakeBuffer3D     |
| ComputeBBox         | Safety           |
| ComputeNormal       | SavePrimitive    |
| Contains            | SetBoxDimensions |
| CouldBeCrossed      | SetDimensions    |
| DistancetoPrimitive | SetBoxPoints     |
| DistFromInside      | SetPoints        |
| DistFromOutside     | SetPoints        |
| Divide              | SetSegsAndPols   |
| GetAxisName         | Sizeof3D         |
| GetAxisRange        | Class            |
| GetBoundingCylinder | Class_Name       |
| GetBuffer3D         | IsA              |
| GetByteCount        | ShowMembers      |
| GetFittingBox       | Streamer         |
| GetMakeRuntimeShape | StreamerNVirtual |
| GetNmeshVertices    |                  |
| GetDX               |                  |

| TGeoTube            |                   |
|---------------------|-------------------|
| fRmin               | fgIsA             |
| fRmax               |                   |
| fDz                 |                   |
| @~TGeoTube          | GetNmeshVertices  |
| TGeoTube            | GetRmin           |
| TGeoTube            | GetRmax           |
| TGeoTube            | GetDz             |
| TGeoTube            | HasRmin           |
| Capacity            | InspectShape      |
| Capacity            | IsCylType         |
| ComputeBBox         | MakeBuffer3D      |
| ComputeNormal       | Safety            |
| ComputeNormal       | SafetyS           |
| Contains            | SavePrimitive     |
| DistFromInside      | SetTubeDimensions |
| DistFromInside      | SetDimensions     |
| DistFromOutside     | SetPoints         |
| DistFromOutside     | SetPoints         |
| DistToTube          | SetSegsAndPols    |
| DistancetoPrimitive | Sizeof3D          |
| Divide              | Class             |
| GetAxisName         | Class_Name        |
| GetAxisRange        | IsA               |
| GetBoundingCylinder | ShowMembers       |
| GetBuffer3D         | Streamer          |
| GetByteCount        | StreamerNVirtual  |
| GetMakeRuntimeShape |                   |

| TGeoHype            |                   |
|---------------------|-------------------|
| fStIn               | fTinsq            |
| fStOut              | fToutsq           |
| fTin                | fgIsA             |
| fTout               |                   |
| @~TGeoHype          | HasInner          |
| TGeoHype            | RadiusHypeSq      |
| TGeoHype            | ZHypeSq           |
| TGeoHype            | InspectShape      |
| TGeoHype            | IsCylType         |
| Capacity            | MakeBuffer3D      |
| ComputeBBox         | Safety            |
| ComputeNormal       | SafetyToHype      |
| Contains            | SavePrimitive     |
| DistFromInside      | SetHypeDimensions |
| DistFromOutside     | SetDimensions     |
| DistToHype          | SetPoints         |
| DistancetoPrimitive | SetPoints         |
| Divide              | SetSegsAndPols    |
| GetAxisRange        | Sizeof3D          |
| GetBoundingCylinder | Class             |
| GetBuffer3D         | Class_Name        |
| GetByteCount        | IsA               |
| GetMakeRuntimeShape | ShowMembers       |
| GetNmeshVertices    | Streamer          |
| GetStIn             | StreamerNVirtual  |
| GetStOut            |                   |