

TNamed
fName fTitle fgIsA
@~TNamed TNamed TNamed TNamed TNamed operator= Clear Clone Compare Copy FillBuffer GetName GetTitle Hash IsSortable SetName SetNameTitle SetTitle Is Print Sizeof Class Class_Name IsA ShowMembers

TShape
fNumber fVisibility fMaterial fgIsA
@~TShape FillBuffer3D GetBasicColor ShapeDistancetoPrimitive TShape TShape TShape operator= GetBuffer3D GetMaterial GetNumber GetVisibility Paint SetName SetPoints SetVisibility TransformPoints Class Class_Name IsA ShowMembers

TBRIK
fDx fDy fDz fgIsA
@~TBRIK SetPoints TBRIK TBRIK DistancetoPrimitive GetBuffer3D GetDx GetDy GetDz Sizeof3D Class Class_Name IsA ShowMembers Streamer StreamerNVirtual

TTRD1
fDx2 fgIsA
@~TTRD1 SetPoints TTRD1 TTRD1 GetDx2 Class Class_Name IsA ShowMembers Streamer StreamerNVirtual

TAttLine
fLineColor fLineStyle fLineWidth fgIsA
@~TAttLine TAttLine TAttLine Copy DistancetoLine GetLineColor GetLineStyle GetLineWidth Modify ResetAttLine SaveLineAttributes SetLineAttributes SetLineColor SetLineStyle SetLineWidth Class Class_Name IsA ShowMembers Streamer StreamerNVirtual

TAttFill
fFillColor fFillStyle fgIsA
@~TAttFill TAttFill