

**TGeoAtt**

<b>kBitMask</b>	<b>kActThis</b>
<b>kVisOverride</b>	<b>kActDaughters</b>
<b>kVisNone</b>	<b>kUseBoundingBox</b>
<b>kVisThis</b>	<b>kUseVoxels</b>
<b>kVisDaughters</b>	<b>kUseGsord</b>
<b>kVisOneLevel</b>	<b>kSavePrimitiveAtt</b>
<b>kVisStreamed</b>	<b>kSaveNodesAtt</b>
<b>kVisTouched</b>	<b>fGeoAtt</b>
<b>kVisOnScreen</b>	<b>fglsA</b>
<b>kActOverride</b>	
<b>kActNone</b>	

<b>@~TGeoAtt</b>	<b>IsActive</b>
<b>TGeoAtt</b>	<b>IsActiveDaughters</b>
<b>TGeoAtt</b>	<b>IsVisible</b>
<b>SetAttBit</b>	<b>IsVisDaughters</b>
<b>SetAttBit</b>	<b>IsVisStreamed</b>
<b>ResetAttBit</b>	<b>IsVisTouched</b>
<b>TestAttBit</b>	<b>Class</b>
<b>SetVisibility</b>	<b>Class_Name</b>
<b>SetVisDaughters</b>	<b>IsA</b>
<b>SetVisStreamed</b>	<b>ShowMembers</b>
<b>SetVisTouched</b>	<b>Streamer</b>
<b>SetActivity</b>	<b>StreamerNVirtual</b>
<b>SetActiveDaughters</b>	
<b>SetOptimization</b>	