

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	
<div> <div>@~TGeoShape</div> <div>GetAxisRange</div> <div>Safety</div> </div>		
<div> <div>FillBuffer3D</div> <div>GetBoundingCyl</div> <div>SafetyPhi</div> </div>		
<div> <div>GetBasicColor</div> <div>GetBuffer3D</div> <div>SetDimensions</div> </div>		
<div> <div>SetOnBoundary</div> <div>GetByteCount</div> <div>SetId</div> </div>		
<div> <div>TransformPoints</div> <div>GetFittingBox</div> <div>SetPoints</div> </div>		
<div> <div>Big</div> <div>GetId</div> <div>SetPoints</div> </div>		
<div> <div>GetTransform</div> <div>GetMakeRuntimeShape</div> <div>SetSegsAndPols</div> </div>		
<div> <div>SetTransform</div> <div>GetName</div> <div>SetRuntime</div> </div>		
<div> <div>Tolerance</div> <div>GetNmeshVertices</div> <div>ShapeDistanceToPri</div> </div>		
<div> <div>Capacity</div> <div>GetPointerName</div> <div>Sizeof3D</div> </div>		
<div> <div>ComputeBBox</div> <div>IsComposite</div> <div>SetShapeBit</div> </div>		
<div> <div>ComputeNormal</div> <div>IsCylType</div> <div>SetShapeBit</div> </div>		
<div> <div>Contains</div> <div>IsCloseToPhi</div> <div>ResetShapeBit</div> </div>		
<div> <div>CouldBeCrossed</div> <div>IsCrossingSemiPar</div> <div>TestShapeBit</div> </div>		
<div> <div>DistancetoPrimitive</div> <div>IsInPhiRange</div> <div>TestShapeBits</div> </div>		
<div> <div>DistFromInside</div> <div>IsRunTimeShape</div> <div>InvertShapeBit</div> </div>		
<div> <div>DistFromOutside</div> <div>IsValid</div> <div>Class</div> </div>		
<div> <div>DistToPhiMin</div> <div>IsValidBox</div> <div>Class_Name</div> </div>		
<div> <div>Divide</div> <div>InspectShape</div> <div>IsA</div> </div>		
<div> <div>Draw</div> <div>MakeBuffer3D</div> <div>ShowMembers</div> </div>		
<div> <div>ExecuteEvent</div> <div>NormalPhi</div> <div>Streamer</div> </div>		
<div> <div>GetAxisName</div> <div>Paint</div> </div>		

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	

TGeoPcon	
fNz	fRmax
fPhi1	fZ
fDphi	fgIsA
fRmin	
@~TGeoPcon	GetRmax
TGeoPcon	GetRmax
operator=	GetZ
TGeoPcon	GetZ
TGeoPcon	GetMakeRuntimeShape
TGeoPcon	GetNmeshVertices
TGeoPcon	InspectShape
Capacity	IsCylType
ComputeBBox	MakeBuffer3D
ComputeNormal	Phi1
Contains	Dphi
DefineSection	Rmin
DistFromInside	Rmax
DistFromOutside	Z
DistToSegZ	Safety
DistancetoPrimitive	SafetyToSegment
Divide	SavePrimitive
GetAxisName	SetDimensions
GetAxisRange	SetPoints
GetBuffer3D	SetSegsAndPols
GetByteCount	Sizeof3D
GetPhi1	Class
GetDphi	Class_Name
GetNz	IsA
GetNsegments	ShowMembers
GetRmin	
GetRmin	

TGeoPgon	
fNedges	
fgIsA	
@~TGeoPgon	GetBuffer3D
GetPhiCrossList	GetByteCount
IsCrossingSlice	GetMakeRuntimeShape
LocatePhi	GetNedges
Rpg	GetNmeshVertices
Rproj	GetNsegments
SliceCrossing	InspectShape
SliceCrossingIn	MakeBuffer3D
SliceCrossingZ	Safety
SliceCrossingInZ	SafetyToSegment
TGeoPgon	SavePrimitive
TGeoPgon	SetDimensions
TGeoPgon	SetPoints
TGeoPgon	SetPoints
Capacity	SetSegsAndPols
ComputeBBox	Sizeof3D
ComputeNormal	Class
Contains	Class_Name
DistFromInside	IsA
DistFromOutside	ShowMembers
DistancetoPrimitive	Streamer
Divide	
GetBoundingCylinder	