

| TNamed |
|--|
| fName fTitle fglsA |
| @~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 fglsA |
| @~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 fglsA |
| @~TBRIK SetPoints TBRIK TBRIK DistancetoPrimitive GetBuffer3D GetDx GetDy GetDz Sizeof3D Class Class_Name IsA ShowMembers Streamer StreamerNVirtual |

| TTRAP |
|---|
| fH1 fBI1 fTI1 fAlpha1 fH2 fBI2 fTI2 fAlpha2 fglsA |
| @~TTRAP SetPoints TTRAP TTRAP GetH1 GetBI1 GetTI1 GetAlpha1 GetH2 GetBI2 GetTI2 GetAlpha2 Class Class_Name IsA ShowMembers Streamer StreamerNVirtual |

| TAttLine |
|--|
| fLineColor fLineStyle fLineWidth fglsA |
| @~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 fglsA |
| @~TAttFill TAttFill |