

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

TTRD1
fDx2 fglsA
@~TTRD1 SetPoints TTRD1 TTRD1 GetDx2 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