

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

TTUBE
fRmin fRmax fDz fNdiv fAspectRatio fSiTab fCoTab fglsA
@~TTUBE TTUBE operator= MakeTableOfCoSin SetPoints SetSegsAndPols TTUBE TTUBE TTUBE DistancetoPrimitive GetBuffer3D GetRmin GetRmax GetDz GetNdiv GetAspectRatio GetNumberOfDivisions SetNumberOfDivisions SetAspectRatio Sizeof3D Class Class_Name IsA ShowMembers

TTUBS
fPhi1 fPhi2 fglsA
@~TTUBS MakeTableOfCoSin SetPoints TTUBS TTUBS TTUBS DistancetoPrimitive GetBuffer3D GetPhi1 GetPhi2 Sizeof3D Class Class_Name IsA ShowMembers Streamer

TCTUB
fCosLow[3] fCosHigh[3] fglsA
@~TCTUB SetPoints TCTUB TCTUB TCTUB Class Class_Name IsA ShowMembers Streamer

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