

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

TBRİK

fDx
fDy
fDz
fglsA

@~TBRİK
SetPoints
TBRİK
TBRİK
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