

**TNamed**  
fgIsA  
fName  
fTitle

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Streamer  
TNamed  
TNamed  
TNamed  
TNamed  
operator=  
@~TNamed  
Clear  
Clone  
Compare  
Copy  
FillBuffer  
GetName  
GetTitle  
Hash  
IsSortable  
SetName  
SetNameTitle  
SetTitle  
Is  
Print  
Sizeof  
Class  
Class\_Name  
IsA

**TShape**  
fNumber  
fVisibility  
fMaterial  
fgIsA

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FillBuffer3D  
GetBasicColor  
ShapeDistancetoPrimitive  
TShape  
TShape  
TShape  
operator=  
@~TShape  
GetBuffer3D  
GetMaterial  
GetNumber  
GetVisibility  
Paint  
SetName  
SetPoints  
SetVisibility  
TransformPoints  
Class  
Class\_Name  
IsA  
ShowMembers

**TBRİK**  
fDx  
fDy  
fDz  
fgIsA

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SetPoints  
TBRİK  
TBRİK  
@~TBRİK  
DistancetoPrimitive  
GetBuffer3D  
GetDx  
GetDy  
GetDz  
Sizeof3D  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual

**TTRAP**  
fH1  
fBI1  
fTI1  
fAlpha1  
fH2  
fBI2  
fTI2  
fAlpha2  
fgIsA

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SetPoints  
TTRAP  
TTRAP  
@~TTRAP  
GetH1  
GetBI1  
GetTI1  
GetAlpha1  
GetH2  
GetBI2  
GetTI2  
GetAlpha2  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual

**TAttLine**  
fgIsA  
fLineColor  
fLineStyle  
fLineWidth

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Streamer  
TAttLine  
TAttLine  
@~TAttLine  
Copy  
DistancetoLine  
GetLineColor  
GetLineStyle  
GetLineWidth  
Modify  
ResetAttLine  
SaveLineAttributes  
SetLineAttributes  
SetLineColor  
SetLineColorAlpha  
SetLineStyle  
SetLineWidth  
Class  
Class\_Name  
IsA  
ShowMembers  
StreamerNVirtual

**TAttFill**  
fgIsA  
fFillColor  
fFillStyle

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Streamer  
TAttFill