

**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  
GetBuffer3D  
GetMaterial  
GetNumber  
GetVisibility  
Paint  
SetName  
SetPoints  
SetVisibility  
TransformPoints  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual

**TBRIK**

fDx  
fDy  
fDz  
fglsA

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

**TGTRA**

fTwist  
fH1  
fBI1  
fTI1  
fAlpha1  
fH2  
fBI2  
fTI2  
fAlpha2  
fglsA

**@~TGTRA**  
SetPoints  
TGTRA  
TGTRA  
GetTwist  
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