

**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

**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

**TTUBE**

fRmin  
fRmax  
fDz  
fNdiv  
fAspectRatio  
fSiTab  
fCoTab  
fglsA

@~TTUBE  
MakeTableOfCoSin  
SetPoints  
SetSegsAndPols  
TTUBE  
TTUBE  
TTUBE  
DistancetoPrimitive  
GetBuffer3D  
GetRmin  
GetRmax  
GetDz  
GetNdiv  
GetAspectRatio  
GetNumberOfDivisions  
SetNumberOfDivisions  
SetAspectRatio  
Sizeof3D  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual

**TTUBS**

fPhi1  
fPhi2  
fglsA

@~TTUBS  
MakeTableOfCoSin  
SetPoints  
TTUBS  
TTUBS  
TTUBS  
DistancetoPrimitive  
GetBuffer3D  
GetPhi1  
GetPhi2  
Sizeof3D  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual