

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

TGeoShape
kBitMask32
kGeoNoShape
kGeoBad
kGeoRSeg
kGeoPhiSeg
kGeoThetaSeg
kGeoVisX
kGeoVisY
kGeoVisZ
kGeoRunTimeShape
kGeoInvalidShape
kGeoTorus
kGeoBox
kGeoPara
kGeoSph
kGeoTube
kGeoTubeSeg
kGeoCone
kGeoConeSeg
@~TGeoShape
SetOnBoundary
Big
Tolerance
ComputeBBox
ComputeNormal
Contains
CouldBeCrossed
DistancetoPrimitive
DistFromInside
DistFromOutside
Divide
GetAxisName
GetAxisRange
GetBoundingCylinder
GetByteCount
GetFittingBox
GetId
GetMakeRuntimeShape
GetName
GetNmeshVertices
IsComposite
IsCylType
IsCloseToPhi
IsCrossingSemiplane
IsInPhiRange
IsRunTimeShape
IsValid

TGeoBBox
fDX
fDY
fDZ
fOrigin[3]
fglsA
@~TGeoBBox
GetOrigin
InspectShape
IsCylType
IsValidBox
IsNullBox
MakeBuffer3D
Paint
Safety
SetBoxDimensions
SetDimensions
SetPoints
SetSegsAndPols
Sizeof3D
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TGeoPcon
fNz
fPhi1
fDphi
fRmin
fRmax
fZ
fglsA
@~TGeoPcon
GetZ
GetMakeRuntimeShape
GetNmeshVertices
InspectShape
IsCylType
MakeBuffer3D
Paint
Phi1
Dphi
Rmin
Rmax
Z
Safety
SafetyToSegment
SetDimensions
SetPoints
SetSegsAndPols
Sizeof3D
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual