

**TAttAxis**

<b>fNdivisions</b>	<b>fTitleOffset</b>
<b>fAxisColor</b>	<b>fTitleSize</b>
<b>fLabelColor</b>	<b>fTitleColor</b>
<b>fLabelFont</b>	<b>fTitleFont</b>
<b>fLabelOffset</b>	<b>fglsA</b>
<b>fLabelSize</b>	
<b>fTickLength</b>	

<b>@~TAttAxis</b>	<b>SetAxisColor</b>
<b>TAttAxis</b>	<b>SetLabelColor</b>
<b>Copy</b>	<b>SetLabelFont</b>
<b>GetNdivisions</b>	<b>SetLabelOffset</b>
<b>GetAxisColor</b>	<b>SetLabelSize</b>
<b>GetLabelColor</b>	<b>SetTickLength</b>
<b>GetLabelFont</b>	<b>SetTitleOffset</b>
<b>GetLabelOffset</b>	<b>SetTitleSize</b>
<b>GetLabelSize</b>	<b>SetTitleColor</b>
<b>SetTitleOffset</b>	<b>SetTitleFont</b>
<b>SetTitleSize</b>	<b>Class</b>
<b>GetTickLength</b>	<b>Class_Name</b>
<b>SetTitleColor</b>	<b>IsA</b>
<b>SetTitleFont</b>	<b>ShowMembers</b>
<b>ResetAttAxis</b>	<b>Streamer</b>
<b>SaveAttributes</b>	<b>StreamerNVirtual</b>
<b>SetNdivisions</b>	