

### TGeoShape

|                  |             |                   |
|------------------|-------------|-------------------|
| kBitMask32       | kGeoPara    | kGeoTrd2          |
| kGeoNoShape      | kGeoSph     | kGeoComb          |
| kGeoBad          | kGeoTube    | kGeoClosedShape   |
| kGeoRSeg         | kGeoTubeSeg | kGeoXtru          |
| kGeoPhiSeg       | kGeoCone    | kGeoParaboloid    |
| kGeoThetaSeg     | kGeoConeSeg | kGeoHalfSpace     |
| kGeoVisX         | kGeoPcon    | kGeoHype          |
| kGeoVisY         | kGeoPgon    | kGeoSavePrimitive |
| kGeoVisZ         | kGeoArb8    | fShapeld          |
| kGeoRunTimeShape | kGeoEltu    | fShapeBits        |
| kGeoInvalidShape | kGeoTrap    | fglsA             |
| kGeoTorus        | kGeoCtub    |                   |
| kGeoBox          | kGeoTrd1    |                   |

|                     |                     |                          |
|---------------------|---------------------|--------------------------|
| @-TGeoShape         | GetByteCount        | SetId                    |
| FillBuffer3D        | GetFittingBox       | SetPoints                |
| GetBasicColor       | GetId               | SetPoints                |
| SetOnBoundary       | GetMakeRuntimeShape | SetSegsAndPols           |
| TransformPoints     | GetName             | SetRuntime               |
| Big                 | GetNmeshVertices    | ShapeDistanceToPrimitive |
| Tolerance           | GetPointerName      | Sizeof3D                 |
| Capacity            | IsComposite         | SetShapeBit              |
| ComputeBBox         | IsCylType           | SetShapeBit              |
| ComputeNormal       | IsCloseToPhi        | ResetShapeBit            |
| Contains            | IsCrossingSemiPlane | SetShapeBit              |
| CouldBeCrossed      | IsInPhiRange        | TestShapeBits            |
| DistancetoPrimitive | IsRunTimeShape      | InvertShapeBit           |
| DistFromInside      | IsValid             | Class                    |
| DistFromOutside     | IsValidBox          | Class_Name               |
| DistToPhiMin        | InspectShape        | IsA                      |
| Divide              | MakeBuffer3D        | ShowMembers              |
| GetAxisName         | NormalPhi           | Streamer                 |
| GetAxisRange        | Safety              |                          |
| GetBoundingCylinder | SafetyPhi           |                          |
| GetBuffer3D         | SetDimensions       |                          |

### TGeoBBox

|                     |                  |
|---------------------|------------------|
| fDX                 | fOrigin[3]       |
| fDY                 | fglsA            |
| fDZ                 |                  |
| @-TGeoBBox          | GetDY            |
| FillBuffer3D        | GetDZ            |
| TGeoBBox            | GetOrigin        |
| TGeoBBox            | InspectShape     |
| TGeoBBox            | IsCylType        |
| TGeoBBox            | IsValidBox       |
| Capacity            | IsNullBox        |
| ComputeBBox         | MakeBuffer3D     |
| ComputeNormal       | Safety           |
| Contains            | SavePrimitive    |
| CouldBeCrossed      | SetBoxDimensions |
| DistancetoPrimitive | SetDimensions    |
| DistFromInside      | SetBoxPoints     |
| DistFromOutside     | SetPoints        |
| Divide              | SetPoints        |
| GetAxisName         | SetSegsAndPols   |
| GetAxisRange        | Sizeof3D         |
| GetBoundingCylinder | IsA              |
| GetBuffer3D         | Class_Name       |
| GetByteCount        | IsA              |
| GetFittingBox       | ShowMembers      |
| GetMakeRuntimeShape | Streamer         |
| GetNmeshVertices    | StreamerNVirtual |
| GetDX               |                  |

### TGeoTube

|                     |                   |
|---------------------|-------------------|
| fRmin               | fglsA             |
| fRmax               |                   |
| fDz                 |                   |
| @-TGeoTube          | GetNmeshVertices  |
| TGeoTube            | GetRmin           |
| TGeoTube            | GetRmax           |
| TGeoTube            | GetDz             |
| TGeoTube            | HasRmin           |
| Capacity            | InspectShape      |
| Capacity            | IsCylType         |
| ComputeBBox         | MakeBuffer3D      |
| ComputeNormal       | Safety            |
| ComputeNormal       | SafetyS           |
| Contains            | SavePrimitive     |
| CouldBeCrossed      | SetTubeDimensions |
| DistFromInside      | SetTubeDimensions |
| DistFromInside      | SetDimensions     |
| DistFromOutside     | SetPoints         |
| DistFromOutside     | SetPoints         |
| DistToTube          | SetSegsAndPols    |
| DistancetoPrimitive | Sizeof3D          |
| Divide              | Class             |
| GetAxisName         | Class_Name        |
| GetAxisRange        | IsA               |
| GetBoundingCylinder | ShowMembers       |
| GetBuffer3D         | Streamer          |
| GetByteCount        | StreamerNVirtual  |
| GetMakeRuntimeShape |                   |

### TGeoTubeSeg

|                     |                   |
|---------------------|-------------------|
| fPhi1               | fglsA             |
| fPhi2               |                   |
| @-TGeoTubeSeg       | GetNmeshVertices  |
| TGeoTubeSeg         | GetPhi1           |
| TGeoTubeSeg         | GetPhi2           |
| TGeoTubeSeg         | InspectShape      |
| TGeoTubeSeg         | MakeBuffer3D      |
| Capacity            | Safety            |
| Capacity            | SafetyS           |
| ComputeBBox         | SavePrimitive     |
| ComputeNormal       | SetTubsDimensions |
| ComputeNormal       | SetDimensions     |
| Contains            | SetPoints         |
| DistancetoPrimitive | SetPoints         |
| DistFromInside      | SetSegsAndPols    |
| DistFromInside      | Sizeof3D          |
| DistFromOutside     | Class             |
| DistFromOutside     | Class_Name        |
| Divide              | IsA               |
| GetAxisRange        | ShowMembers       |
| GetBoundingCylinder | Streamer          |
| GetBuffer3D         | StreamerNVirtual  |
| GetByteCount        |                   |
| GetMakeRuntimeShape |                   |