

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	fShaped
kGeoRunTimeShape	kGeoEltu	fShapeBits
kGeoInvalidShape	kGeoTrap	fglsA
kGeoTorus	kGeoCtub	
kGeoBox	kGeoTrd1	
<div> <div>@ ~TGeoShape</div> <div>GetByteCount</div> <div>SetId</div> </div> <div> <div>FillBuffer3D</div> <div>GetFittingBox</div> <div>SetPoints</div> </div> <div> <div>GetBasicColor</div> <div>GetId</div> <div>SetPoints</div> </div> <div> <div>SetOnBoundary</div> <div>GetMakeRuntimeShape</div> <div>SetSegsAndPols</div> </div> <div> <div>TransformPoints</div> <div>GetName</div> <div>SetRuntime</div> </div> <div> <div>Big</div> <div>GetNmeshVertices</div> <div>ShapeDistanceToPrimitive</div> </div> <div> <div>Tolerance</div> <div>IsComposite</div> <div>Sizeof3D</div> </div> <div> <div>ComputeBBox</div> <div>IsCylType</div> <div>SetShapeBit</div> </div> <div> <div>ComputeNormal</div> <div>IsCloseToPhi</div> <div>SetShapeBit</div> </div> <div> <div>Contains</div> <div>IsCrossingSemiPlane</div> <div>SetShapeBit</div> </div> <div> <div>CouldBeCrossed</div> <div>IsInPhiRange</div> <div>TestShapeBit</div> </div> <div> <div>DistanceToPrimitive</div> <div>IsRunTimeShape</div> <div>TestShapeBits</div> </div> <div> <div>DistFromInside</div> <div>IsValid</div> <div>InvertShapeBit</div> </div> <div> <div>DistFromOutside</div> <div>IsValidBox</div> <div>Class</div> </div> <div> <div>DistToPhiMin</div> <div>InspectShape</div> <div>Class_Name</div> </div> <div> <div>Divide</div> <div>MakeBuffer3D</div> <div>IsA</div> </div> <div> <div>GetAxisName</div> <div>NormalPhi</div> <div>ShowMembers</div> </div> <div> <div>GetAxisRange</div> <div>Safety</div> <div>Streamer</div> </div> <div> <div>GetBoundingCylinder</div> <div>SafetyPhi</div> <div></div> </div> <div> <div>GetBuffer3D</div> <div>SetDimensions</div> <div></div> </div>		

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

TGeoPcon	
fNz	fRmax
fPhi1	fZ
fDphi	fglsA
fRmin	
@ ~TGeoPcon	GetZ
TGeoPcon	GetZ
TGeoPcon	GetMakeRuntimeShape
TGeoPcon	GetNmeshVertices
TGeoPcon	InspectShape
ComputeBBox	IsCylType
ComputeNormal	MakeBuffer3D
Contains	Phi1
DefineSection	Dphi
DistFromInside	Rmin
DistFromOutside	Rmax
DistToSegZ	Z
DistanceToPrimitive	Safety
Divide	SafetyToSegment
GetAxisName	SavePrimitive
GetAxisRange	SetDimensions
GetBoundingCylinder	SetPoints
GetBuffer3D	SetPoints
GetByteCount	SetSegsAndPols
GetPhi1	Sizeof3D
GetDphi	Class
GetNz	Class_Name
GetNsegments	IsA
GetRmin	ShowMembers
GetRmin	Streamer
GetRmax	StreamerNVirtual
GetRmax	

TGeoPgon	
fNedges	
fglsA	
@ ~TGeoPgon	GetBuffer3D
GetPhiCrossList	GetByteCount
IsCrossingSlice	GetMakeRuntimeShape
LocatePhi	GetNedges
Rpg	GetNmeshVertices
Rproj	GetNsegments
SliceCrossing	InspectShape
SliceCrossingIn	MakeBuffer3D
SliceCrossingZ	Safety
SliceCrossingInZ	SafetyToSegment
TGeoPgon	SavePrimitive
TGeoPgon	SetDimensions
TGeoPgon	SetPoints
TGeoPgon	SetPoints
ComputeBBox	SetSegsAndPols
ComputeNormal	Sizeof3D
Contains	Class
DefineSection	Class_Name
DistFromInside	IsA
DistFromOutside	ShowMembers
DistanceToPrimitive	Streamer
Divide	StreamerNVirtual
GetBoundingCylinder	