

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	
<div> <div>@~TGeoShape</div> <div> <div>GetByteCount</div> <div>Setld</div> </div> </div> <div> <div>FillBuffer3D</div> <div>GetFittingBox</div> <div>SetPoints</div> </div> <div> <div>GetBasicColor</div> <div>Getld</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>GetNmeshVertice</div> <div>ShapeDistanceToPri</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>ResetShapeBit</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>GetBuffer3D</div> <div>SetDimensions</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
CouldBeCrossed	SetBoxDimensions
DistanceToPrimitive	SetDimensions
DistFromInside	SetBoxPoints
DistFromOutside	SetPoints
Divide	SetPoints
GetAxisName	SetSegsAndPols
GetAxisRange	Sizeof3D
GetBoundingCylinder	Class
GetBuffer3D	Class_Name
GetByteCount	IsA
GetFittingBox	ShowMembers
GetMakeRuntimeShape	Streamer
GetNmeshVertices	StreamerNVirtual
GetDX	
GetDY	

TGeoArb8	
kArb8Trap	fXY[8][2]
kArb8Tra	fglsA
fDz	
fTwist	
@~TGeoArb8	IsCylType
TGeoArb8	IsSamePoint
TGeoArb8	InsidePolygon
TGeoArb8	InspectShape
ComputeBBox	IsTwisted
ComputeNormal	SafetyToFace
ComputeTwist	Safety
Contains	SavePrimitive
DistToPlane	SetPlaneVertices
DistFromInside	SetVertex
DistFromOutside	SetDimensions
Divide	SetPoints
GetAxisRange	SetPoints
GetBoundingCylinder	Sizeof3D
GetByteCount	Class
GetDz	Class_Name
GetFittingBox	IsA
GetMakeRuntimeShape	ShowMembers
GetPlaneNormal	Streamer
GetNmeshVertices	StreamerNVirtual
GetVertices	
GetTwist	

TGeoTrap
fTheta
fPhi
fH1
fBI1
fTI1
fAlpha1
fH2
fBI2
fTI2
fAlpha2
fglsA
@~TGeoTrap
TGeoTrap
TGeoTrap
TGeoTrap
TGeoTrap
DistFromInside
DistFromOutside
Divide
GetTheta
GetPhi
GetH1
GetBI1
GetTI1
GetAlpha1
GetH2
GetBI2
GetTI2
GetAlpha2
GetMakeRuntimeShape
GetNmeshVertices
Safety
SavePrimitive
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual