

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>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>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>GetBoundingCyl</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	
DistancetoPrimitiveSetDimensions	
DistFromInside	SetBoxPoints
DistFromOutside	SetPoints
Divide	SetPoints
GetAxisName	SetSegsAndPols
GetAxisRange	Sizeof3D
GetBoundingCyl	Others
GetBuffer3D	Class_Name
GetByteCount	IsA
GetFittingBox	ShowMembers
GetMakeRuntimeShape	Streamer
GetNmeshVertices	StreamerNVirtual
GetDX	
GetDY	

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

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