

TNamed
fglsA
fName
fTitle

Streamer
TNamed
TNamed
TNamed
TNamed
operator=
@~TNamed
Clear
Clone
Compare
Copy
FillBuffer
GetName
GetTitle
Hash
IsSortable
SetName
SetNameTitle
SetTitle
Is
Print
Sizeof
Class
Class_Name
IsA

TShape
fNumber
fVisibility
fMaterial
fglsA

FillBuffer3D
GetBasicColor
ShapeDistancetoPrimitive
TShape
TShape
TShape
operator=
@~TShape
GetBuffer3D
GetMaterial
GetNumber
GetVisibility
Paint
SetName
SetPoints
SetVisibility
TransformPoints
Class
Class_Name
IsA
ShowMembers

TBRİK
fDx
fDy
fDz
fglsA

SetPoints
TBRİK
TBRİK
@~TBRİK
DistancetoPrimitive
GetBuffer3D
GetDx
GetDy
GetDz
Sizeof3D
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TTRD2
fDx2
fDy2
fglsA

SetPoints
TTRD2
TTRD2
@~TTRD2
GetDx2
GetDy2
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual

TAttLine
fglsA
fLineColor
fLineStyle
fLineWidth

Streamer
TAttLine
TAttLine
@~TAttLine
Copy
DistancetoLine
GetLineColor
GetLineStyle
GetLineWidth
Modify
ResetAttLine
SaveLineAttributes
SetLineAttributes
SetLineColor
SetLineColorAlpha
SetLineStyle
SetLineWidth
Class
Class_Name
IsA
ShowMembers
StreamerNVirtual

TAttFill
fglsA
fFillColor
fFillStyle

Streamer
TAttFill