

**TNamed**  
fglsA  
fName  
fTitle

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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

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

**TAttLine**  
fglsA  
fLineColor  
fLineStyle  
fLineWidth

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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

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Streamer  
TAttFill

**TTUBE**  
fRmin  
fRmax  
fDz  
fNdiv  
fAspectRatio  
fSiTab  
fCoTab  
fglsA

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**TTUBE**  
operator=  
MakeTableOfCoSin  
SetPoints  
SetSegsAndPols  
TTUBE  
TTUBE  
TTUBE  
@~TTUBE  
DistancetoPrimitive  
GetBuffer3D  
GetRmin  
GetRmax  
GetDz  
GetNdiv  
GetAspectRatio  
GetNumberOfDivisions  
SetNumberOfDivisions  
SetAspectRatio  
Sizeof3D  
Class  
Class\_Name  
IsA  
ShowMembers

**TTUBS**  
fPhi1  
fPhi2  
fglsA

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MakeTableOfCoSin  
SetPoints  
TTUBS  
TTUBS  
TTUBS  
@~TTUBS  
DistancetoPrimitive  
GetBuffer3D  
GetPhi1  
GetPhi2  
Sizeof3D  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual