

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

TTUBE
fRmin fRmax fDz fNdiv fAspectRatio fSiTab fCoTab fglsA
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
MakeTableOfCoSin SetPoints TTUBS TTUBS TTUBS @~TTUBS DistancetoPrimitive GetBuffer3D GetPhi1 GetPhi2 Sizeof3D Class Class_Name IsA ShowMembers Streamer StreamerNVirtual

TCTUB
fCosLow[3] fCosHigh[3] fglsA
SetPoints TCTUB TCTUB TCTUB @~TCTUB 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