

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

TGeoShape		
fgTransform	kGeoBox	kGeoTrd2
fgEpsMch	kGeoPara	kGeoComb
kBitMask32	kGeoSph	kGeoClosedShape
kGeoNoShape	kGeoTube	kGeoXtru
kGeoBad	kGeoTubeSeg	kGeoParaboloid
kGeoRSeg	kGeoCone	kGeoHalfSpace
kGeoPhiSeg	kGeoConeSeg	kGeoHype
kGeoThetaSeg	kGeoPcon	kGeoSavePrimitive
kGeoVisX	kGeoPgon	fShapeId
kGeoVisY	kGeoArb8	fShapeBits
kGeoVisZ	kGeoEltu	fglsA
kGeoRunTimeShape	kGeoTrap	
kGeoInvalidShape	kGeoCtub	
kGeoTorus	kGeoTrd1	
ClearThreadData	Divide	MakeBuffer3D
CreateThreadData	Draw	NormalPhi
FillBuffer3D	ExecuteEvent	Paint
GetBasicColor	GetAxisName	Safety
SetOnBoundary	GetAxisRange	Safety_v
TransformPoints	GetBoundingCylinder	SafetyPhi
TGeoShape	GetBuffer3D	SafetySeg
TGeoShape	GetByteCount	SetDimensions
@~TGeoShape	GetPointsOnSegment	SetId
Big	GetFittingBox	SetPoints
GetTransform	GetId	SetPoints
SetTransform	GetMakeRuntimeShape	SetSegsAndPols
Tolerance	GetMeshNumbers	SetRuntime
ComputeEpsMch	GetName	ShapeDistanceToPrimitive
EpsMch	GetNmeshVertices	Sizeof3D
AfterStreamer	GetPointerName	SetShapeBit
Capacity	IsAssembly	SetShapeBit
CheckShape	IsComposite	ResetShapeBit
ComputeBBox	IsCylType	TestShapeBit
ComputeNormal	IsCloseToPhi	TestShapeBits
ComputeNormal	IsCrossingSemiPlane	InvertShapeBit
Contains	IsSameWithinTolerance	
Contains_v	IsSegCrossing	Class_Name
CouldBeCrossed	IsInPhiRange	IsA
DistancetoPrimitive	IsReflected	ShowMembers
DistFromInside	IsVecGeom	Streamer
DistFromInside_v	IsRunTimeShape	StreamerNVirtual
DistFromOutside	IsValid	
DistFromOutside	IsValidBox	
DistToPhiMin	InspectShape	

TGeoBBox	
fDX	fOrigin[3]
fDY	fglsA
fDZ	
FillBuffer3D	GetFittingBox
TGeoBBox	GetMakeRuntimeShape
TGeoBBox	GetMeshNumbers
TGeoBBox	GetNmeshVertices
TGeoBBox	GetDX
@~TGeoBBox	GetDY
AreOverlapping	GetDZ
Capacity	GetOrigin
ComputeBBox	InspectShape
ComputeNormal	IsCylType
ComputeNormal	IsValidBox
Contains	IsNullBox
Contains_v	MakeBuffer3D
Contains	Safety
CouldBeCrossed	Safety_v
DistancetoPrimitive	SavePrimitive
DistFromInside	SetBoxDimensions
DistFromInside_v	SetDimensions
DistFromInside	SetBoxPoints
DistFromOutside	SetPoints
DistFromOutside	SetPoints
DistFromOutside	SetPoints
DistFromOutside	SetSegsAndPols
Divide	Sizeof3D
GetAxisName	Class
GetAxisRange	Class_Name
GetBoundingCylinder	IsA
GetBuffer3D	ShowMembers
GetByteCount	Streamer
GetFacetArea	StreamerNVirtual
GetPointsOnFacet	
GetPointsOnSegments	

TGeoArb8	
kArb8Trap	fXY[8][2]
kArb8Tra	fglsA
fDz	
fTwist	
TGeoArb8	GetMakeRuntimeShape
operator=	GetPlaneNormal
TGeoArb8	GetVertices
TGeoArb8	GetTwist
TGeoArb8	IsCylType
@~TGeoArb8	IsSamePoint
Capacity	InsidePolygon
ComputeBBox	InspectShape
ComputeNormal	IsTwisted
ComputeNormal	SafetyToFace
ComputeTwist	Safety
Contains	Safety_v
Contains_v	SavePrimitive
DistToPlane	SetPlaneVertices
DistFromInside	SetVertex
DistFromInside_v	SetDimensions
DistFromOutside	SetDz
DistFromOutside	SetPoints
Divide	SetPoints
GetAxisRange	Sizeof3D
GetBoundingCylinder	Class
GetByteCount	Class_Name
GetClosestEdge	IsA
GetPointsOnFace	ShowMembers
GetDz	
GetFittingBox	