

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_v	IsValidBox
Contains	IsNullBox
Contains_v	MakeBuffer3D
Contains	Safety
CouldBeCrossed	Safety_v
DistancetoPrimitive	SavePrimitive
DistFromInside	SetBoxDimensions
DistFromInside_v	SetDimensions
DistFromInside	SetBoxPoints
DistFromOutside	SetPoints
DistFromOutside_v	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_v	SafetyToFace
ComputeTwist	Safety
Contains	Safety_v
Contains_v	SavePrimitive
DistToPlane	SetPlaneVertices
DistFromInside	SetVertex
DistFromInside_v	SetDimensions
DistFromOutside	SetDz
DistFromOutside_v	SetPoints
Divide	SetPoints
GetAxisRange	Sizeof3D
GetBoundingCylinder	Class
GetByteCount	Class_Name
GetClosestEdge	IsA
GetPointsOnFacet	ShowMembers
GetDz	
GetFittingBox	

TGeoTrap	
fTheta	fH2
fPhi	fBI2
fH1	fTI2
fBI1	fAlpha2
fTI1	fglsA
fAlpha1	
TGeoTrap	GetH2
TGeoTrap	GetBI2
TGeoTrap	GetTI2
TGeoTrap	GetAlpha2
@~TGeoTrap	GetMakeRuntimeShape
DistFromInside	SetDimensions
DistFromInside_v	Safety
DistFromOutside	Safety_v
DistFromOutside_v	SavePrimitive
Divide	Class
GetTheta	Class_Name
GetPhi	IsA
GetH1	ShowMembers
GetBI1	Streamer
GetTI1	StreamerNVirtual
GetAlpha1	

TGeoGtra
fTwistAngle
fglsA
TGeoGtra
TGeoGtra
TGeoGtra
@~TGeoGtra
DistFromInside
DistFromInside_v
DistFromOutside
DistFromOutside_v
GetMakeRuntimeShape
GetTwistAngle
Safety
Safety_v
SetDimensions
SavePrimitive
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual