

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	fShapeld	
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	GetPointsOnSegments	SetId	
Big	GetFittingBox	SetPoints	
GetTransform	GetId	SetPoints	
SetTransform	GetMakeRuntimeShape	SetSegsAndPols	
Tolerance	GetMeshNumbers	SetRuntime	
ComputeEpsMch	GetName	ShapeDistancetoPrim	
EpsMch	GetNmeshVertices	Sizeof3D	
AfterStreamer	GetPointerName	SetShapeBit	
Capacity	IsAssembly	SetShapeBit	
CheckShape	IsComposite	ResetShapeBit	
ComputeBBox	IsCylType	TestShapeBit	
ComputeNormal	IsCloseToPhi	TestShapeBits	
ComputeNormal_v	IsCrossingSemiplane	InvertShapeBit	
Contains	IsSameWithinTolerance	Does	
Contains_v	IsSegCrossing	Class_Name	
CouldBeCrossed	IsInPhiRange	IsA	
DistancetoPrimitive	IsReflected	ShowMembers	
DistFromInside	IsVecGeom	Streamer	
DistFromInside_v	IsRunTimeShape	StreamerNVirtual	
DistFromOutside	IsValid		
DistFromOutside_v	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_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	

TGeoShapeAssembly
fVolume
fBBoxOK
fglsA
TGeoShapeAssembly
TGeoShapeAssembly
@~TGeoShapeAssembly
ComputeBBox
ComputeNormal
ComputeNormal_v
Contains
Contains_v
DistancetoPrimitive
DistFromInside
DistFromInside_v
DistFromOutside
DistFromOutside_v
Divide
GetMakeRuntimeShape
GetMeshNumbers
GetNmeshVertices
InspectShape
IsAssembly
IsCylType
NeedsBBoxRecompute
RecomputeBoxLast
Safety
Safety_v
SavePrimitive
SetPoints
SetPoints
SetSegsAndPols
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual