

TNamed
fgIsA 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

TShape
fNumber fVisibility fMaterial fgIsA
FillBuffer3D GetBasicColor ShapeDistancetoPrimitive TShape TShape TShape operator= @~TShape GetBuffer3D GetMaterial GetNumber GetVisibility Paint SetName SetPoints SetVisibility TransformPoints Class Class_Name IsA ShowMembers

TBRIK
fDx fDy fDz fgIsA
SetPoints TBRIK TBRIK @~TBRIK DistancetoPrimitive GetBuffer3D GetDx GetDy GetDz Sizeof3D Class Class_Name IsA ShowMembers Streamer StreamerNVirtual

TTRAP
fH1 fBI1 fTI1 fAlpha1 fH2 fBI2 fTI2 fAlpha2 fgIsA
SetPoints TTRAP TTRAP @~TTRAP GetH1 GetBI1 GetTI1 GetAlpha1 GetH2 GetBI2 GetTI2 GetAlpha2 Class Class_Name IsA ShowMembers Streamer StreamerNVirtual

TAttLine
fgIsA 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
fgIsA fFillColor fFillStyle
Streamer TAttFill