

| TNamed                                                                                                                                                                                                                                                                  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| fgIsA<br>fName<br>fTitle                                                                                                                                                                                                                                                |
| Streamer<br>TNamed<br>TNamed<br>TNamed<br>TNamed<br>operator=<br>@~TNamed<br>Clear<br>Clone<br>Compare<br>Copy<br>FillBuffer<br>GetName<br>GetTitle<br>Hash<br>IsSortable<br>SetName<br>SetNameTitle<br>SetTitle<br>Is<br>Print<br>Sizeof<br>Class<br>Class_Name<br>IsA |

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

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

| TTRD1                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------------|
| fDx2<br>fgIsA                                                                                                                 |
| SetPoints<br>TTRD1<br>TTRD1<br>@~TTRD1<br>GetDx2<br>Class<br>Class_Name<br>IsA<br>ShowMembers<br>Streamer<br>StreamerNVirtual |

| TAttLine                                                                                                                                                                                                                                                                                                                            |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| fgIsA<br>fLineColor<br>fLineStyle<br>fLineWidth                                                                                                                                                                                                                                                                                     |
| Streamer<br>TAttLine<br>TAttLine<br>@~TAttLine<br>Copy<br>DistancetoLine<br>GetLineColor<br>GetLineStyle<br>GetLineWidth<br>Modify<br>ResetAttLine<br>SaveLineAttributes<br>SetLineAttributes<br>SetLineColor<br>SetLineColorAlpha<br>SetLineStyle<br>SetLineWidth<br>Class<br>Class_Name<br>IsA<br>ShowMembers<br>StreamerNVirtual |

| TAttFill                          |
|-----------------------------------|
| fgIsA<br>fFillColor<br>fFillStyle |
| Streamer<br>TAttFill              |