

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

TTRD2
fDx2 fDy2 fgIsA
SetPoints TTRD2 TTRD2 @~TTRD2 GetDx2 GetDy2 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