

TNamed	TGeoShape			TGeoBBox		TGeoCone	
fName	kBitMask32	kGeoPara	kGeoTrd2	fDX	fOrigin[3]	fDz	fRmax2
fTitle	kGeoNoShape	kGeoSph	kGeoComb	fDY	fglsA	fRmin1	fglsA
fglsA	kGeoBad	kGeoTube	kGeoClosedShape	fDZ		fRmax1	
@~TNamed	kGeoRSeg	kGeoTubeSeg	kGeoXtru	@~TGeoBBox	GetDZ	@~TGeoCone	GetRmin1
TNamed	kGeoPhiSeg	kGeoCone	kGeoParaboloid	FillBuffer3D	GetOrigin	TGeoCone	GetRmax1
TNamed	kGeoThetaSeg	kGeoConeSeg	kGeoHalfSpace	TGeoBBox	InspectShape	TGeoCone	GetRmin2
TNamed	kGeoVisX	kGeoPcon	kGeoHype	TGeoBBox	IsCylType	TGeoCone	GetRmax2
TNamed	kGeoVisY	kGeoPgcon	kGeoSavePrimitive	TGeoBBox	IsValidBox	TGeoCone	GetRmax2
operator=	kGeoVisZ	kGeoArb8	fShapeId	TGeoBBox	IsNullBox	TGeoCone	InspectShape
operator=	kGeoRunTimeShape	kGeoEltu	fShapeBits	ComputeBBox	MakeBuffer3D	ComputeBBox	IsCylType
operator=	kGeoInvalidShape	kGeoTrap	fglsA	ComputeNormal	Safety	ComputeNormal	MakeBuffer3D
operator=	kGeoTorus	kGeoCtub		Contains	SavePrimitive	ComputeNormalSSafety	
operator=	kGeoBox	kGeoTrd1		CouldBeCrossed	SetBoxDimensions	Contains	SafetyS
operator=				DistanceToPrimitive	SetDimensions	DistanceToPrimitive	SavePrimitive
operator=				DistFromInside	SetBoxPoints	DistToCone	SetConeDimensions
operator=				DistFromOutside	SetPoints	DistFromInsideS	SetDimensions
operator=				Divide	SetPoints	DistFromInsideS	SetPoints
operator=				GetAxisName	SetSegsAndPols	DistFromOutside	SetSegsAndPols
operator=				GetAxisRange	Sizeof3D	Divide	Sizeof3D
operator=				GetBoundingCylinder	Class	GetAxisName	Class
operator=				GetBuffer3D	Class_Name	GetAxisRange	Class_Name
operator=				GetByteCount	IsA	GetBoundingCylinder	IsA
operator=				GetFittingBox	ShowMembers	GetMakeRuntime	Streamer
operator=				GetMakeRuntime	Streamer	GetNmeshVertices	StreamerNVirtual
operator=				GetDX		GetDz	StreamerNVirtual
operator=				GetDY		GetMakeRuntimeShape	GetNmeshVertices
operator=							
operator=	DistToPhiMin	IsValidBox	Class				
operator=	Divide	InspectShape	Class_Name				
operator=	GetAxisName	MakeBuffer3D	IsA				
operator=	GetAxisRange	NormalPhi	ShowMembers				
operator=	GetBoundingCylinder	Safety	Streamer				
operator=	GetBuffer3D	SafetyPhi					