

TGeoMatHandler**fLocation**
fgIsA**@~TGeoMatHandler**
operator=
SetLocationAddMatrix
GetMatrix
LocalToMaster
LocalToMasterVect
LocalToMasterBomb
MasterToLocal
MasterToLocalVect
MasterToLocalBomb
Class
Class_Name
IsA
ShowMembers**TGeoMatHandlerId****fgIsA****@~TGeoMatHandlerId**
TGeoMatHandlerId
AddMatrix
GetMatrix
LocalToMaster
LocalToMasterVect
LocalToMasterBomb
MasterToLocal
MasterToLocalVect
MasterToLocalBomb
Class
Class_Name
IsA
ShowMembers
Streamer