

**TGeoMatHandler**

**fLocation**  
**fglsA**

**@~TGeoMatHandler**  
**operator=**  
**SetLocation**  
AddMatrix  
GetMatrix  
LocalToMaster  
LocalToMasterVect  
LocalToMasterBomb  
MasterToLocal  
MasterToLocalVect  
MasterToLocalBomb  
Class  
Class\_Name  
IsA  
ShowMembers

**TGeoMatHandlerRotTr**

**fglsA**

**@~TGeoMatHandlerRotTr**  
**TGeoMatHandlerRotTr**  
AddMatrix  
GetMatrix  
LocalToMaster  
LocalToMasterVect  
MasterToLocal  
MasterToLocalVect  
LocalToMasterBomb  
MasterToLocalBomb  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer