

**TMatrixTRow\_const<double>**

**fMatrix**  
**fRowInd**  
**fInc**  
**fPtr**  
**fgIsA**

**@~TMatrixTRow\_const@**  
**TMatrixTRow\_const@<d**  
**TMatrixTRow\_const@<d**  
**TMatrixTRow\_const@<d**  
**TMatrixTRow\_const@<d**  
**operator=**  
**GetMatrix**  
**GetRowIndex**  
**GetInc**  
**GetPtr**  
**operator()**  
**operator@[@]**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**

**TMatrixTRow<double>**

**fgIsA**

**@~TMatrixTRow@<double@>**  
**TMatrixTRow@<double@>**  
**TMatrixTRow@<double@>**  
**TMatrixTRow@<double@>**  
**TMatrixTRow@<double@>**  
**TMatrixTRow@<double@>**  
**GetPtr**  
**operator()**  
**operator()**  
**operator@[@]**  
**operator@[@]**  
**operator=**  
**operator+=**  
**operator\*=-**  
**operator=**  
**operator=**  
**operator=**  
**operator+=**  
**operator\*=-**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**