

**TGeoMatHandler**

**fLocation**  
**fglsA**

**@~TGeoMatHandler**

**SetLocation**

AddMatrix

GetMatrix

LocalToMaster

LocalToMasterVect

LocalToMasterBomb

MasterToLocal

MasterToLocalVect

MasterToLocalBomb

Class

Class\_Name

IsA

ShowMembers

Streamer

**TGeoMatHandlerScl**

**fglsA**

**@~TGeoMatHandlerScl**

**TGeoMatHandlerScl**

AddMatrix

GetMatrix

LocalToMaster

LocalToMasterVect

MasterToLocal

MasterToLocalVect

LocalToMasterBomb

MasterToLocalBomb

Class

Class\_Name

IsA

ShowMembers

Streamer

StreamerNVirtual