

**TGeoMatHandler**

**fLocation**  
**fglsA**

**@~TGeoMatHandler**

**SetLocation**

AddMatrix  
GetMatrix  
LocalToMaster  
LocalToMasterVect  
LocalToMasterBomb  
MasterToLocal  
MasterToLocalVect  
MasterToLocalBomb  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer

**TGeoMatHandlerTrScl**

**fglsA**

**@~TGeoMatHandlerTrScl**

**TGeoMatHandlerTrScl**

AddMatrix  
GetMatrix  
LocalToMaster  
LocalToMasterVect  
MasterToLocal  
MasterToLocalVect  
LocalToMasterBomb  
MasterToLocalBomb  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual