

**TMatrixFdiag\_const**

**fMatrix**  
**fInc**  
**fNdiag**  
**fPtr**  
**fgIsA**

**@~TMatrixFdiag\_const**  
**TMatrixFdiag\_const**  
**TMatrixFdiag\_const**  
**TMatrixFdiag\_const**  
**GetMatrix**  
**GetPtr**  
**GetInc**  
**operator()**  
**operator@[@]**  
**GetNdiags**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**

**TMatrixFdiag**

**fgIsA**

**@~TMatrixFdiag**  
**TMatrixFdiag**  
**TMatrixFdiag**  
**TMatrixFdiag**  
**TMatrixFdiag**  
**TMatrixFdiag**  
**GetPtr**  
**operator()**  
**operator()**  
**operator@[@]**  
**operator@[@]**  
**operator=**  
**operator+=**  
**operator\*=  
operator=  
operator=  
operator=  
operator+=  
operator\*=  
Class  
Class\_Name  
IsA  
ShowMembers**