

**TGeoMatHandler**

**fLocation**  
**fglsA**

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

**TGeoMatHandlerXYZ**

**fglsA**

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