

**TGeoMatHandler****fLocation**  
**fglsA****@~TGeoMatHandler**  
**SetLocation**AddMatrix  
GetMatrix  
LocalToMaster  
LocalToMasterVect  
LocalToMasterBomb  
MasterToLocal  
MasterToLocalVect  
MasterToLocalBomb  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer**TGeoMatHandlerY****fglsA****@~TGeoMatHandlerY**TGeoMatHandlerY  
AddMatrix  
GetMatrix  
LocalToMaster  
LocalToMasterVect  
LocalToMasterBomb  
MasterToLocal  
MasterToLocalVect  
MasterToLocalBomb  
Class  
Class\_Name  
IsA  
ShowMembers  
Streamer  
StreamerNVirtual