

**TMatrixDFlat\_const**

**fMatrix**  
**fNelems**  
**fPtr**  
**fgIsA**

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

**TMatrixDFlat**

**fgIsA**

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