

[TreeSearch::Hitpattern](#)

fNlevels
fNplanes
fScale
fBinWidth
fOffset
fPattern
fHits
fHitList
fMaxhitBin
fglsA

@~Hitpattern
Hitpattern
Hitpattern
Hitpattern
operator=
ContainsPattern
GetHits
GetNbins
GetNlevels
GetNplanes
GetOffset
GetWidth
GetBinWidth
GetBinScale
IsError
SetPositionRange
SetPosition
ScanHits
Clear
Print
SetOffset
GetBinsSet
GetNhits
GetMaxhitBin
Makeldx
AddHit
Init
Class
Class_Name
IsA
ShowMembers