

| HTask   | HReconstructor   | HMUEmulation   | HMUEmulationExp   |
|---|--|--|---|
| <b>owner</b><br><b>manual</b><br><b>isInitialised</b><br><b>isConnected</b><br><b>fIsTimed</b><br><b>fglsA</b><br><br><b>@~HTask</b><br><b>connectTask</b><br><b>next</b><br><b>getTask</b><br><b>init</b><br><b>reinit</b><br><b>finalize</b><br><b>getConnections</b><br><b>getComposite</b><br><b>getOwner</b><br><b>setOwner</b><br><b>setConnections</b><br><b>setManual</b><br><b>isTimed</b><br><b>resetTimer</b><br><b>printTimer</b><br><b>Class</b><br><b>Class_Name</b><br><b>IsA</b><br><b>ShowMembers</b><br><b>Streamer</b> | <b>fHistograms</b><br><b>fActive</b><br><b>fOutputs</b><br><b>fTimer</b><br><b>fglsA</b><br><br><b>@~HReconstructor</b><br><b>execute</b><br><b>next</b><br><b>getTask</b><br><b>connectTask</b><br><b>getTable</b><br><b>getConnections</b><br><b>getComposite</b><br><b>setActive</b><br><b>IsFolder</b><br><b>Browse</b><br><b>isTimed</b><br><b>resetTimer</b><br><b>printTimer</b><br><b>Class</b><br><b>Class_Name</b><br><b>IsA</b><br><b>ShowMembers</b> | <b>pRich</b><br><b>pTof</b><br><b>pShower</b><br><b>pLeptons</b><br><b>fTrigPar</b><br><b>fTrigParMom</b><br><b>fTriggerSetup</b><br><b>muDileptons</b><br><b>muLeptons</b><br><b>muMaxLeptons</b><br><b>muRichHits</b><br><b>muRichTotalHits</b><br><b>muMetaHits</b><br><b>thetaRich[6]</b><br><b>phiRich[6]</b><br><b>thetaShower[6]</b><br><b>phiShower[6]</b><br><b>thetaTof[6]</b><br><br><b>@~HMUEmulation</b><br><b>matching</b><br><b>updateEmuLeptons</b><br><b>reset</b><br><b>initParContainer</b><br><b>roundAngle</b><br><b>prepareInput</b><br><b>HMUEmulation</b><br><b>HMUEmulation</b> | <b>phiTof[6]</b><br><b>flagTof[6]</b><br><b>nRichHits[6]</b><br><b>nTofHits[6]</b><br><b>nShowerHits[6]</b><br><b>nMetaHits</b><br><b>nRichTotal</b><br><b>triggerDecision</b><br><b>iterRich</b><br><b>iterTof</b><br><b>iterShower</b><br><b>pEmuLeptons</b><br><b>nEmuLeptons</b><br><b>loc</b><br><b>pEventHeader</b><br><b>fglsA</b><br><br><b>init</b><br><b>reinit</b><br><b>finalize</b><br><b>execute</b><br><b>Class</b><br><b>Class_Name</b><br><b>IsA</b><br><b>ShowMembers</b> |