

Relax_1_1_1_capabilities < LCG < TWiki

Library libCLHEPRflx.so contains dictionaries for the following types:

```
Genfun::X_  
Genfun::TrivariateGaussian  
Genfun::Tan  
Genfun::Square  
Genfun::Sqrt  
Genfun::Sin  
Genfun::Sigma  
Genfun::ReverseExponential  
Genfun::Rectangular  
Genfun::RKIntegrator  
Genfun::RCBase  
Genfun::PtRelFcn  
Genfun::Psi2Hydrogen  
Genfun::Power  
Genfun::PeriodicRectangular  
Genfun::Mod  
Genfun::LogisticFunction  
Genfun::Ln  
Genfun::LikelihoodFunctional  
Genfun::Landau  
Genfun::FloatingConstant  
Genfun::FixedConstant  
Genfun::Exp  
Genfun::Erf  
Genfun::IncompleteGamma  
Genfun::LogGamma  
Genfun::DefiniteIntegral  
Genfun::CumulativeChiSquare  
Genfun::Cos  
Genfun::BivariateGaussian  
Genfun::AssociatedLaguerre  
Genfun::ArrayFunction  
Genfun::AnalyticConvolution  
Genfun::Exponential  
Genfun::Gaussian  
Genfun::ConstOverParameter  
Genfun::ConstTimesParameter  
Genfun::ConstMinusParameter  
Genfun::ConstPlusParameter  
Genfun::ParameterNegation  
Genfun::ParameterQuotient  
Genfun::ParameterProduct  
Genfun::ParameterDifference  
Genfun::ParameterSum  
Genfun::Parameter  
Genfun::AbsFunctional  
Genfun::Abs  
Genfun::ATan  
Genfun::ASin  
Genfun::ACos  
Genfun::AbsFunction  
Genfun::FunctionNoop  
Genfun::FunctionNumDeriv  
Genfun::FunctionTimesParameter  
Genfun::FunctionPlusParameter  
Genfun::ConstOverFunction  
Genfun::ConstMinusFunction  
Genfun::ConstTimesFunction  
Genfun::ConstPlusFunction  
Genfun::FunctionComposition  
Genfun::FunctionDirectProduct  
Genfun::FunctionConvolution  
Genfun::FunctionNegation  
Genfun::FunctionQuotient  
Genfun::FunctionDifference  
Genfun::FunctionSum
```

```

Genfun::FunctionProduct
Genfun::AbsParameter
Genfun::Argument
Genfun::RKIntegrator::RKFunction
Genfun::RKIntegrator::RKData
HepGeom::Point3D<double>
HepGeom::Vector3D<double>
HepGeom::ScaleZ3D
HepGeom::ScaleY3D
HepGeom::ScaleX3D
HepGeom::Scale3D
HepGeom::ReflectZ3D
HepGeom::ReflectY3D
HepGeom::ReflectX3D
HepGeom::Reflect3D
HepGeom::TranslateZ3D
HepGeom::TranslateY3D
HepGeom::TranslateX3D
HepGeom::Translate3D
HepGeom::RotateZ3D
HepGeom::RotateY3D
HepGeom::RotateX3D
HepGeom::Rotate3D
HepGeom::Transform3D
HepGeom::Normal3D<double>
HepGeom::BasicVector3D<double>
HepGeom::Transform3D::Transform3D_row
HepGeom::Vector3D<float>
HepGeom::Point3D<float>
HepGeom::Normal3D<float>
HepGeom::BasicVector3D<float>
std::vector<HepGeom::Point3D<double> >
std::vector<HepGeom::Vector3D<double> >
std::vector<HepGeom::Normal3D<double> >
std::vector<HepGeom::Point3D<float> >
std::vector<HepGeom::Vector3D<float> >
std::vector<HepGeom::Normal3D<float> >
std::_Vector_base<HepGeom::Point3D<double>, std::allocator<HepGeom::Point3D<double> > >
std::_Vector_base<HepGeom::Vector3D<double>, std::allocator<HepGeom::Vector3D<double> > >
std::_Vector_base<HepGeom::Normal3D<double>, std::allocator<HepGeom::Normal3D<double> > >
std::_Vector_base<HepGeom::Point3D<float>, std::allocator<HepGeom::Point3D<float> > >
std::_Vector_base<HepGeom::Vector3D<float>, std::allocator<HepGeom::Vector3D<float> > >
std::_Vector_base<HepGeom::Normal3D<float>, std::allocator<HepGeom::Normal3D<float> > >
CLHEP::HepDiagMatrix
CLHEP::HepVector
CLHEP::HepSymMatrix
CLHEP::HepMatrix
CLHEP::HepGenMatrix
CLHEP::HepDiagMatrix::HepDiagMatrix_row
CLHEP::HepDiagMatrix::HepDiagMatrix_row_const
CLHEP::HepSymMatrix::HepSymMatrix_row
CLHEP::HepSymMatrix::HepSymMatrix_row_const
CLHEP::HepMatrix::HepMatrix_row
CLHEP::HepMatrix::HepMatrix_row_const
CLHEP::HepGenMatrix::HepGenMatrix_row
CLHEP::HepGenMatrix::HepGenMatrix_row_const
CLHEP::RandStudentT
CLHEP::RandPoissonT
CLHEP::RandPoissonQ
CLHEP::RandPoisson
CLHEP::RandLandau
CLHEP::RandGeneral
CLHEP::RandGaussT
CLHEP::HepStat
CLHEP::RandGaussQ
CLHEP::RandGauss
CLHEP::RandGamma

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CLHEP::RandBit
CLHEP::RandExponential
CLHEP::RandChiSquare
CLHEP::RandBreitWigner
CLHEP::RandFlat
CLHEP::RandBinomial
CLHEP::HepRandom
CLHEP::RanluxEngine
CLHEP::RandEngine
CLHEP::HepJamesRandom
CLHEP::HepRandomEngine
CLHEP::HepEulerAngles
CLHEP::HepAxisAngle
CLHEP::Hep2Vector
CLHEP::HepBoostZ
CLHEP::HepBoostY
CLHEP::HepBoostX
CLHEP::HepBoost
CLHEP::HepRotationZ
CLHEP::HepRotationY
CLHEP::HepRotationX
CLHEP::HepRep4x4Symmetric
CLHEP::HepRep4x4
CLHEP::HepRep3x3
CLHEP::HepLorentzVector
CLHEP::HepLorentzRotation
CLHEP::Hep3Vector
CLHEP::HepRotation
CLHEP::HepLorentzRotation::HepLorentzRotation_row
Library libGeant4Rflx.so contains dictionaries for the following types:
G4PVParameterised
G4PVPlacement
G4IntersectionSolid
G4SubtractionSolid
G4UnionSolid
G4BooleanSolid
HepGeom::Transform3D
TrapSidePlane
G4PolyhedraHistorical
G4PolyPhiFace
G4PolyPhiFaceEdge
G4PolyPhiFaceVertex
G4PolyconeHistorical
G4EnclosingCylinder
G4PolyconeSide
G4PolyconeSideRZ
G4IntersectingCone
G4CSGSolid
G4VCSGfaceted
G4VCSGface
G4RunManager
G4EventManager
G4SDManager
G4VSteppingVerbose
G4Polyhedra
G4Polycone
G4Para
G4Torus
G4Orb
G4Sphere
G4Cons
G4Trap
G4Trd
G4Tubs
G4Box
G4String
std::vector<CLHEP::Hep3Vector>

```

```

G4DisplacedSolid
G4AffineTransform
std::vector<G4Material*>
std::vector<G4Element*>
G4SandiaTable
G4OrderedTable
G4DataVector
G4IonisParamMat
G4MaterialPropertiesTable
G4MaterialPropertyVector
G4Element
std::vector<G4Isotope*>
G4IonisParamElm
G4Isotope
CLHEP::Hep3Vector
G4VSolid
G4VSensitiveDetector
G4VPVParameterisation
CLHEP::HepRotation
G4UserLimits
G4MaterialCutsCouple
G4VUserRegionInformation
G4Material
G4LogicalVolume
G4ProductionCuts
G4TrackingManager
G4Region
G4VPhysicalVolume
G4UserSteppingAction
G4UserTrackingAction
G4UserStackingAction
G4UserEventAction
G4VUserPrimaryGeneratorAction
G4UserRunAction
G4VUserPhysicsList
G4VUserDetectorConstruction
std::vector<G4DataVector*>
std::vector<G4VPhysicalVolume*>
std::vector<G4LogicalVolume*>
std::pair<G4Material*,G4MaterialCutsCouple*>
std::map<G4Material*,G4MaterialCutsCouple*>
std::map<G4String,G4MaterialPropertyVector*>
std::map<G4String,double>
std::vector<G4VCSGface*>
std::vector<G4PolyconeSideRZ>
std::vector<G4PolyPhiFaceEdge>
std::vector<G4PolyPhiFaceVertex>
Library libHepMCRflx.so contains dictionaries for the following types:
HepMC::ParticleDataTable
HepMC::ParticleData
HepMC::HeavyIon
HepMC::Polarization
HepMC::GenVertex
HepMC::GenEvent
HepMC::WeightContainer
HepMC::Flow
HepMC::GenParticle
std::pair<int,HepMC::GenParticle*>
std::pair<int,HepMC::GenVertex*>
std::map<int,HepMC::GenParticle*>
std::set<HepMC::GenParticle*>
std::map<int,HepMC::GenVertex*,std::greater<int> >
Library libMathRflx.so contains dictionaries for the following types:
ROOT::Math::LorentzVector<ROOT::Math::PtEtaPhiM4D<double> >
ROOT::Math::LorentzVector<ROOT::Math::PtEtaPhiE4D<double> >
ROOT::Math::LorentzVector<ROOT::Math::PxPyPzM4D<double> >
ROOT::Math::LorentzVector<ROOT::Math::PxPyPzE4D<float> >

```


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```
ROOT::Math::SMatrix<float,10,10,ROOT::Math::MatRepStd<float,10,10> >
ROOT::Math::SMatrix<float,4,3,ROOT::Math::MatRepStd<float,4,3> >
ROOT::Math::SMatrix<float,3,4,ROOT::Math::MatRepStd<float,3,4> >
ROOT::Math::SVector<float,2>
ROOT::Math::SVector<float,3>
ROOT::Math::SVector<float,4>
ROOT::Math::SVector<float,5>
ROOT::Math::SVector<float,6>
ROOT::Math::SVector<float,7>
ROOT::Math::SVector<float,8>
ROOT::Math::SVector<float,9>
ROOT::Math::SVector<float,10>
ROOT::Math::MatRepStd<double,2,2>
ROOT::Math::MatRepStd<double,3,3>
ROOT::Math::MatRepStd<double,4,4>
ROOT::Math::MatRepStd<double,5,5>
ROOT::Math::MatRepStd<double,6,6>
ROOT::Math::MatRepStd<double,7,7>
ROOT::Math::MatRepStd<double,8,8>
ROOT::Math::MatRepStd<double,9,9>
ROOT::Math::MatRepStd<double,10,10>
ROOT::Math::MatRepStd<double,4,3>
ROOT::Math::MatRepStd<double,3,4>
ROOT::Math::MatRepStd<float,2,2>
ROOT::Math::MatRepStd<float,3,3>
ROOT::Math::MatRepStd<float,4,4>
ROOT::Math::MatRepStd<float,5,5>
ROOT::Math::MatRepStd<float,6,6>
ROOT::Math::MatRepStd<float,7,7>
ROOT::Math::MatRepStd<float,8,8>
ROOT::Math::MatRepStd<float,9,9>
ROOT::Math::MatRepStd<float,10,10>
ROOT::Math::MatRepStd<float,4,3>
ROOT::Math::MatRepStd<float,3,4>
```

Library libReflexRflx.so contains dictionaries for the following types:

```
ROOT::Reflex::ICallback
ROOT::Reflex::MemberTemplateImpl
ROOT::Reflex::MemberBase
ROOT::Reflex::TypeTemplateImpl
ROOT::Reflex::bad_any_cast
ROOT::Reflex::Any
ROOT::Reflex::PropertyListImpl
ROOT::Reflex::ScopeName
ROOT::Reflex::ScopeBase
ROOT::Reflex::TypeName
ROOT::Reflex::TypeBase
ROOT::Reflex::RuntimeError
ROOT::Reflex::UnnamedUnion
ROOT::Reflex::UnnamedStruct
ROOT::Reflex::UnnamedNamespace
ROOT::Reflex::UnnamedEnum
ROOT::Reflex::UnnamedClass
ROOT::Reflex::PrivateUnion
ROOT::Reflex::PrivateStruct
ROOT::Reflex::PrivateEnum
ROOT::Reflex::PrivateClass
ROOT::Reflex::ProtectedUnion
ROOT::Reflex::ProtectedStruct
ROOT::Reflex::ProtectedEnum
ROOT::Reflex::ProtectedClass
ROOT::Reflex::UnknownType
ROOT::Reflex::NullType
ROOT::Reflex::Reflex
ROOT::Reflex::MemberTemplate
ROOT::Reflex::TypeTemplate
ROOT::Reflex::PropertyList
ROOT::Reflex::Member
```

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```
ROOT::Reflex::Object
ROOT::Reflex::Scope
ROOT::Reflex::Base
ROOT::Reflex::Type
std::reverse_iterator<__gnu_cxx::__normal_iterator<ROOT::Reflex::MemberTemplate*, std::vector<ROOT::Reflex::MemberTemplate>>>
std::vector<ROOT::Reflex::MemberTemplate>
std::reverse_iterator<__gnu_cxx::__normal_iterator<ROOT::Reflex::TypeTemplate*, std::vector<ROOT::Reflex::TypeTemplate>>>
std::vector<ROOT::Reflex::TypeTemplate>
std::reverse_iterator<__gnu_cxx::__normal_iterator<ROOT::Reflex::Member*, std::vector<ROOT::Reflex::Member>>>
std::vector<ROOT::Reflex::Member>
std::vector<ROOT::Reflex::Object>
std::reverse_iterator<__gnu_cxx::__normal_iterator<ROOT::Reflex::Scope*, std::vector<ROOT::Reflex::Scope>>>
std::vector<ROOT::Reflex::Scope>
std::reverse_iterator<__gnu_cxx::__normal_iterator<ROOT::Reflex::Base*, std::vector<ROOT::Reflex::Base>>>
std::vector<ROOT::Reflex::Base>
std::reverse_iterator<__gnu_cxx::__normal_iterator<ROOT::Reflex::Type*, std::vector<ROOT::Reflex::Type>>>
std::vector<ROOT::Reflex::Type>
std::reverse_iterator<__gnu_cxx::__normal_iterator<std::basic_string<char>*, std::vector<std::basic_string<char>>>>
std::vector<std::basic_string<char>>
std::map<std::basic_string<char>, ROOT::Reflex::Any>
Library libSTLAddRflx.so contains dictionaries for the following types:
std::list<std::basic_string<char>>
std::list<float>
std::list<double>
std::list<int>
std::list<long>
std::map<int, int>
std::set<std::basic_string<char>>
std::set<float>
std::set<double>
std::set<int>
std::set<long>
std::vector<bool>
std::vector<unsigned char>
std::vector<signed char>
std::vector<char>
std::vector<std::basic_string<char>>
std::vector<float>
std::vector<double>
std::vector<unsigned short>
std::vector<short>
std::vector<unsigned int>
std::vector<int>
std::vector<unsigned long>
std::vector<long>
Library libSTLRflx.so contains dictionaries for the following types:
__gnu_cxx::hash_map<int, int>
__gnu_cxx::hash_map<int, double>
__gnu_cxx::hash_set<int>
__gnu_cxx::hash_set<char>
__gnu_cxx::hash_multimap<int, int>
__gnu_cxx::hash_multimap<int, double>
__gnu_cxx::hash_multiset<int>
__gnu_cxx::hash_multiset<char>
std::list<bool>
std::_List_base<bool, std::allocator<bool>>
std::list<unsigned char>
std::list<signed char>
std::list<char>
std::_List_base<unsigned char, std::allocator<unsigned char>>
```

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```
std::_List_base<signed char, std::allocator<signed char> >
std::_List_base<char, std::allocator<char> >
std::allocator<char>
std::list<long double>
std::_List_base<long double, std::allocator<long double> >
std::list<unsigned short>
std::list<short>
std::list<unsigned int>
std::list<unsigned long>
std::_List_base<unsigned short, std::allocator<unsigned short> >
std::_List_base<short, std::allocator<short> >
std::_List_base<unsigned int, std::allocator<unsigned int> >
std::_List_base<unsigned long, std::allocator<unsigned long> >
std::set<bool>
std::less<bool>
std::_Rb_tree<bool, bool, std::_Identity<bool>, std::less<bool>, std::allocator<bool> >
std::set<unsigned char>
std::set<signed char>
std::set<char>
std::less<unsigned char>
std::_Rb_tree<unsigned char, unsigned char, std::_Identity<unsigned char>, std::less<unsigned char>, std::allocator<unsigned char> >
std::less<signed char>
std::_Rb_tree<signed char, signed char, std::_Identity<signed char>, std::less<signed char>, std::allocator<signed char> >
std::less<char>
std::_Rb_tree<char, char, std::_Identity<char>, std::less<char>, std::allocator<char> >
std::allocator<char>
std::set<long double>
std::less<long double>
std::_Rb_tree<long double, long double, std::_Identity<long double>, std::less<long double>, std::allocator<long double> >
std::set<unsigned short>
std::set<short>
std::set<unsigned int>
std::set<unsigned long>
std::less<unsigned short>
std::_Rb_tree<unsigned short, unsigned short, std::_Identity<unsigned short>, std::less<unsigned short>, std::allocator<unsigned short> >
std::less<short>
std::_Rb_tree<short, short, std::_Identity<short>, std::less<short>, std::allocator<short> >
std::less<unsigned int>
std::_Rb_tree<unsigned int, unsigned int, std::_Identity<unsigned int>, std::less<unsigned int>, std::allocator<unsigned int> >
std::less<unsigned long>
std::_Rb_tree<unsigned long, unsigned long, std::_Identity<unsigned long>, std::less<unsigned long>, std::allocator<unsigned long> >
std::vector<long double>
std::_Vector_base<long double, std::allocator<long double> >
std::pair<long, double>
std::pair<int, double>
std::pair<int, int>
std::pair<double, double>
std::pair<std::basic_string<char>, int>
std::pair<std::basic_string<char>, std::basic_string<char> >
std::vector<std::pair<int, int> >
std::vector<std::pair<int, double> >
std::vector<std::pair<long, double> >
std::vector<std::pair<double, double> >
std::vector<std::pair<std::basic_string<char>, int> >
std::vector<std::pair<std::basic_string<char>, std::basic_string<char> > >
```

-- StefanRoiser - 08 May 2006

This topic: [LCG > Relax_1_1_1_capabilities](#)

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