IMarlinTrack

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+~IMarlinTrack()
+addHit(hit:EVENT::TrackerHit*): virtual int
+initialise(fitDirection:bool): virtual int
+initialise(ts:EVENT::TrackState&,bfield_z:double,fitDirection:bool): virtual int
+fit(maxChi2Increment:double): virtual int
+addAndFit(hit:EVENT::TrackerHit*,chi2increment:double&,maxChi2Increment:double): virtual int
+testChi2Increment(hit:EVENT::TrackerHit*,chi2increment:double&): virtual int
+smooth(): virtual int
+smooth(hit:EVENT::TrackerHit*): virtual int
+getTrackState(ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&): virtual int
+getTrackState(hit:EVENT::TrackerHit*,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&): virtual int
+getHitsInFit(d:std::vector&lt;st,e:doubl): virtual int
+getOutliers(d:std::vector&lt;st,e:doubl): virtual int
+getNDF(ndf:int&): virtual int
+getTrackerHitAtPositiveNDF(t:EVENT::TrackerHi): virtual int
+propagate(point:gear::Vector3D&,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&): virtual int
+propagate(point:gear::Vector3D&,hit:EVENT::TrackerHit*,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&): virtual int
+propagateToLayer(layerID:int,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&,detElementID:int&,mode:int): virtual int
+propagateToLayer(layerID:int,hit:EVENT::TrackerHit*,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&,detElementID:int&,mode:int): virtual int
+propagateToDetElement(detElementID:int,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&,mode:int): virtual int
+propagateToDetElement(detElementID:int,hit:EVENT::TrackerHit*,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&,mode:int): virtual int
+extrapolate(point:gear::Vector3D&,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&): virtual int
+extrapolate(point:gear::Vector3D&,hit:EVENT::TrackerHit*,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&): virtual int
+extrapolateToLayer(layerID:int,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&,detElementID:int&,mode:int): virtual int
+extrapolateToLayer(layerID:int,hit:EVENT::TrackerHit*,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&,detElementID:int&,mode:int): virtual int
+extrapolateToDetElement(detElementID:int,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&,mode:int): virtual int
+extrapolateToDetElement(detElementID:int,hit:EVENT::TrackerHit*,ts:IMPL::TrackStateImpl&,chi2:double&,ndf:int&,mode:int): virtual int
+intersectionWithLayer(layerID:int,point:gear::Vector3D&,detElementID:int,mode:int): virtual int
+intersectionWithLayer(layerID:int,hit:EVENT::TrackerHit*,point:gear::Vector3D&,detElementID:int,mode:int): virtual int
+intersectionWithDetElement(detElementID:int,point:gear::Vector3D&,mode:int): virtual int
+intersectionWithDetElement(detElementID:int,hit:EVENT::TrackerHit*,point:gear::Vector3D&,mode:int): virtual int
-errorCode(error:int): std::string
```