```
c2_const_ptr< float
        _type >

# func

+ c2_const_ptr()
+ c2_const_ptr()
+ c2_const_ptr()
+ set_function()
+ operator=()
+ operator=()
+ release_for_return()
+ unset_function()
+ ~c2_const_ptr()
+ get()
+ get_ptr()
+ operator->()
+ valid()
+ operator const c2_function
< float_type > &()
+ operator()()
+ operator()()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator()()
```

```
c2_ptr< float_type >


+ c2_ptr()
+ c2_ptr()
+ c2_ptr()
+ get()
+ get_ptr()
+ operator->()
+ operator=()
+ operator=()
```

< G4double >

```
c2_ptr< G4double >


+ c2_ptr()
+ c2_ptr()
+ c2_ptr()
+ get()
+ get_ptr()
+ operator->()
+ operator=()
+ operator=()
```