

MC_object_generator< value_t, int, N_in+N_out, true >

Camorra::helicity_generator< value_t, N_in, N_out, false >

Camorra::helicity_summer< value_t, N_in, N_out, false >

Camorra::uniform_helicities< value_t, N_in, N_out, rng_t, false >