FDTData

FDTDataTag _tag

+ virtual FDTDataTag getTag(void)=0
+ FDTData(const FDTData &dat)
+ FDTData(FDTData &&datR)
+ FDTData(void)
+ virtual ~FDTData(void)
+ virtual const FDTData & operator=(const FDTData &dat)=0
+ virtual const FDTData & getData(void) const =0
+ virtual void setData (const FDTData &dat)=0

FDTFloat

float data

+ FDTDataTag getTag(void)
+ ~FDTFloat(void)
+ FDTFloat(short _float=0)
+ FDTFloat(const FDTFloat &_float)
+ FDTFloat(FDTFloat &&_floatR)
+ const FDTFloat & operator =(const FDTFloat &_float)
+ const FDTFloat & operator =(FDTFloat &&_floatR)
+ const FDTFloat & getData (void) const
+ void setData(const FDTFloat &dat)
+ operator float(void) const

FDTInt

int data

+ FDTDataTag getTag(void)
+ ~FDTInt(void)
+ FDTInt(int _int=0)
+ FDTInt(const FDTInt &_int)
+ FDTInt(FDTInt &&_intR)
+ const FDTInt & operator =(const FDTInt &_int)
+ const FDTInt & operator =(FDTInt &&_intR)
+ const FDTInt & getData (void) const
+ void setData(const FDTInt &dat)
+ operator int(void) const

FDTShort

short data

+ FDTDataTag getTag(void)
+ ~FDTShort(void)
+ FDTShort(short _short=0)
+ FDTShort(const FDTShort &_short)
+ FDTShort(FDTShort &&_shortR)
+ const FDTShort & operator =(const FDTShort &_short)
+ const FDTShort & operator =(FDTShort &&_shortR)
+ const FDTShort & getData (void) const
+ void setData(const FDTShort &dat)
+ operator short(void) const