

boost::multi\_array  
< double, 4 >



Array4D

# nx\_  
# ny\_  
# xs\_  
# ys\_

+ Array4D()  
+ Array4D()  
+ Array4D()  
+ Array4D()  
+ Array4D()  
+ ~Array4D()  
+ operator=()  
+ setFirstDimension()  
+ getFirstDimensionData()  
+ getDataFromVector()  
and 29 more...