```
Tracker< Tlmg, std
    ::vector< TObj > >
    # m lostTrack
    + Tracker()
    + getLastTrack()
    + lostTrack()
    + update()
    + ~Tracker()
    # lostTrack()
DetectorBasedTracker
      < Tlmg, TObj >
```

# m\_currentTrack # m\_detector

+ update()
+ getLastTrack()

+ DetectorBasedTracker()

+ ~DetectorBasedTracker()