**Constructor:**

* setDx
* addVector

**setDx:**

* sets dx
* resetTemplateRange

**resetTemplateRange:**

* Sets the TF1 function range

**addVector**

* If first vector, addFirstVector

**addFirstVector:**

* Calc maxMinusPedestal = maximum element - calcSimplePedestal
* Clear m\_templateValues
* Set m\_templateValues to (newVector[idx] – pedestal)/ maxMinusPedestal
* Create m\_tF1