

PhotonsOnPupil

fCurrent
fNphotons
fFrame
fgIsA

@~PhotonsOnPupil

GetPhoton
Clear
Rewind
GetNphotons
GetFrame
AddFrame
ClearFrame
Class
Class_Name
IsA
ShowMembers
Streamer

EmptyPhotonsOnPupil

fgIsA

@~EmptyPhotonsOnPupil
EmptyPhotonsOnPupil
GetPhoton
Clear
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual