

**RecoPhotonOnPupilData**

**fType**  
**fHistory**  
**fWI**  
**fTime**  
**fglsA**

**@~RecoPhotonOnPupilData**

**RecoPhotonOnPupilData**  
**GetType**  
**GetHistory**  
**GetWI**  
**GetTime**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**