

**TFBinVector<int>**

**fData**  
**fglsA**

**@~TFBinVector@<int@>**  
**TFBinVector@<int@>**  
**TFBinVector@<int@>**  
**TFBinVector@<int@>**  
**operator=**  
**operator==**  
**resize**  
**size**  
**operator@[@]**  
**operator@[@]**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**