

**TFImageSplice<float>**

**fData**  
**fSize**  
**fSubOffset**  
**fSubFreeze**  
**fglsA**

**@~TFImageSplice@<float@>**

**TFImageSplice@<float@>**

**TFImageSplice@<float@>**

**TFImageSplice@<float@>**

**operator@[@]**

**operator()**

**operator float**

**operator=**

**Class**

**Class\_Name**

**IsA**

**ShowMembers**

**Streamer**

**StreamerNVirtual**