

**THaSlotData**

<b>DEFNCHAN</b>	<b>idxlist</b>
<b>DEFNDATA</b>	<b>chanindex</b>
<b>DEFNHITCHAN</b>	<b>dataindex</b>
<b>crate</b>	<b>numMaxHits</b>
<b>slot</b>	<b>rawData</b>
<b>device</b>	<b>data</b>
<b>numhitperchan</b>	<b>didini</b>
<b>numraw</b>	<b>maxc</b>
<b>numchanhit</b>	<b>maxd</b>
<b>firstfreedataidx</b>	<b>allocd</b>
<b>numholesdataidx</b>	<b>alloci</b>
<b>numHits</b>	<b>fglsA</b>
<b>chanlist</b>	

<b>@~THaSlotData</b>	<b>clearEvent</b>
<b>THaSlotData</b>	<b>loadData</b>
<b>THaSlotData</b>	<b>define</b>
<b>devType</b>	<b>print</b>
<b>getNumRaw</b>	<b>compressdataindex</b>
<b>getRawData</b>	<b>Class</b>
<b>getRawData</b>	<b>Class_Name</b>
<b>getNumHits</b>	<b>IsA</b>
<b>getNumChan</b>	<b>ShowMembers</b>
<b>getNextChan</b>	<b>Streamer</b>
<b>getData</b>	<b>StreamerNVirtual</b>
<b>getCrate</b>	
<b>getSlot</b>	