

**KGeometry**

**EG**  
**DM**  
**nx**  
**ny**  
**nz**  
**fglsA**

**@~KGeometry**  
**KGeometry**  
**KGeometry**  
**KGeometry**  
**GetGrid**  
**SetBoundaryConditions**  
**SetElecVolt**  
**GetStepSize**  
**GetStepSize**  
**MapToGeometry**  
**GetGeom**  
**Reset**  
**EIRectangle**  
**EIRectangle**  
**EILine**  
**EICylinder**  
**GetLowEdge**  
**GetUpEdge**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**