

T:Math::LorentzVector<ROOT::Math::PxPyPzE4D<double>> >

fCoordinates

```
@~LorentzVector@<ROOT::Math::PxPyPzE4D<double@> @>  
LorentzVector@<ROOT::Math::PxPyPzE4D<double@> @>  
LorentzVector@<ROOT::Math::PxPyPzE4D<double@> @>  
Coordinates          BoostToCM  
SetCoordinates       Beta  
SetCoordinates       Gamma  
GetCoordinates       x  
GetCoordinates       y  
SetXYZT              z  
operator==           t  
operator@!=          px  
Px                   py  
X                     pz  
Py                    e  
Y                     r  
Pz                    theta  
Z                     phi  
E                     rho  
T                     eta  
M2                    perp2  
M                     mag2  
R                     mag  
P                     SetE  
P2                    SetEta  
Perp2                 SetM  
Pt                    SetPhi  
Rho                   SetPt  
Mt2                   SetPx  
Mt                    SetPy  
Et2                   SetPz  
Et                    operator=  
Phi                   Dot  
Theta                 Dot  
Eta                   operator+=  
Vect                  operator+=  
operator*=            operator-=  
operator/=            operator-=  
operator*              operator+  
operator/              operator+  
operator-              operator-  
operator+              operator-  
Rapidity  
ColinearRapidity
```