

Math::PositionVector3D<ROOT::Math::Cartesian3D<double>>

fCoordinates

@-PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>	operator/
PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>	x
PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>	y
PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>	z
Coordinates	r
SetCoordinates	theta
SetCoordinates	phi
GetCoordinates	eta
GetCoordinates	rho
SetXYZ	mag2
operator==	perp2
operator@!=	operator=
X	operator=
Y	Dot
Z	Dot
R	Dot
Theta	Cross
Phi	Cross
Eta	Cross
Rho	Cross
Mag2	operator=
Perp2	operator+=
SetX	operator+=
SetY	operator+=
SetZ	operator+=
SetR	operator+=
SetTheta	operator+=
SetPhi	operator+=
SetRho	operator+=
SetEta	operator+=