

DT::Math::Cylindrical3D<double>

fRho  
fZ  
fPhi

@~Cylindrical3D@<double@>

Cylindrical3D@<double@>

Cylindrical3D@<double@>

SetCoordinates

GetCoordinates

SetCoordinates

GetCoordinates

pi

Restrict

Rho

Z

Phi

X

Y

Mag2

R

Perp2

Theta

Eta

setValues

SetRho

SetZ

SetPhi

Scale

Negate

operator==

operator@!=

x

y

z

SetX

SetY

SetEta

SetR

SetTheta