

Math::LorentzVector<ROOT::Math::PxPyPzE4D<Double32_t> >

fCoordinates

@~LorentzVector@<ROOT::Math::PxPyPzE4D<Double32_t> @>
LorentzVector@<ROOT::Math::PxPyPzE4D<Double32_t> @>
LorentzVector@<ROOT::Math::PxPyPzE4D<Double32_t> @>
Coordinates isTimelike
SetCoordinates isLightlike
SetCoordinates isSpacelike
GetCoordinates BoostToCM
GetCoordinates Beta
SetXYZT Gamma
operator== x
operator@!= y
Px z
X t
Py px
Y py
Pz pz
Z e
E r
T theta
M2 phi
M rho
R eta
P perp2
P2 mag2
Perp2 mag
Pt mt
Rho mt2
Mt2 energy
Mt mass
Et2 mass2
Et SetE
Phi SetEta
Theta SetM
Eta SetPhi
Vect SetPt
operator*= SetPx
operator/= SetPy
operator* SetPz
operator/
operator-