

h:Cartesian3D<Double32_t>,ROOT::Math::DefaultCoordinateSystemTag>

fCoordinates

@~PositionVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>

PositionVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>

PositionVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>

Coordinates

SetCoordinates

SetCoordinates

GetCoordinates

GetCoordinates

SetXYZ

operator==

operator@!=

X

Y

Z

R

Theta

Phi

Eta

Rho

Mag2

Perp2

SetX

SetY

SetZ

SetR

SetTheta

SetPhi

SetRho

SetEta

operator*=
operator/=

operator*
operator/

x
y
z
r

theta

phi

eta

rho

mag2

perp2