

th::Cartesian3D<Double32 >,ROOT::Math::GlobalCoordinateSystemTag>

fCoordinates

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