

PositionVector3D@<ROOT::Math::Polar3D<double>,ROOT::Math::DefaultCoordinateSystemTag>

### fCoordinates

@ ~PositionVector3D@<ROOT::Math::Polar3D@<double@>,ROOT::Math::DefaultCoordinateSystemTag@>  
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Coordinates operator/  
SetCoordinates x  
SetCoordinates y  
GetCoordinates z  
GetCoordinates r  
SetXYZ theta  
operator== phi  
operator@!= eta  
X rho  
Y mag2  
Z perp2  
R operator=  
Theta operator=  
Phi Dot  
Eta Dot  
Rho Dot  
Mag2 Cross  
Perp2 Cross  
SetX Cross  
SetY operator=  
SetZ operator=  
SetR operator=  
SetTheta operator+=  
SetPhi operator+=  
SetRho operator+=  
SetEta