

ROOT::Math::Transform3D

kXX	kDY
kXY	kZX
kXZ	kZY
kDX	kZZ
kYX	kDZ
kYY	fM[12]
kYZ	

@~Transform3D	operator()
Transform3D	operator*= operator*
Transform3D	operator*
Transform3D	Invert
Transform3D	Inverse
Transform3D	operator==
Transform3D	operator@!=
Transform3D	AssignFrom
Transform3D	AssignFrom
Transform3D	AssignFrom
Transform3D	SetIdentity
Transform3D	Transform3D
Transform3D	SetComponents
Transform3D	GetComponents
SetComponents	operator()
GetComponents	operator*
GetDecomposition	operator*
operator()	operator*
operator()	