

ROOT::Math::AxisAngle
fAxis
fAngle

@~AxisAngle
AxisAngle
Rectify

AxisAngle

Rectify

AxisAngle

AxisAngle

AxisAngle

AxisAngle

AxisAngle

AxisAngle

operator=

operator=

operator=

operator=

operator=

operator=

Axis

Angle

operator()

Invert

Inverse

operator*

operator*

operator*

operator*

operator*

operator*

operator*

operator==

operator@!=

RectifyAngle

Pi

AxisAngle

SetComponents

GetComponents

operator()

```
operator()
operator()
```

operator*

operator*

operator*

Operator