

ROOT::Math::BoostX
KLXX KLXY KLXZ KLXT KLYX KLYY KLYZ KLYT KLZX KLZY KLZZ KLZT KLTX KLTY KLTZ KLTT kXX kXY kXZ kXT kYY kYZ kYT kZZ kZT KTT fBeta fGamma
@~BoostX BoostX BoostX Rectify SetComponents GetComponents Beta Gamma SetBeta BetaVector GetLorentzRotation operator() Invert Inverse operator== operator@!= operator*