

[::Math::LorentzVector<ROOT::Math::PtEtaPhiE4D<double>>](#)

fCoordinates

[@~LorentzVector@<ROOT::Math::PtEtaPhiE4D@<double@>@>](#)
[LorentzVector@<ROOT::Math::PtEtaPhiE4D@<double@>@>](#)
[LorentzVector@<ROOT::Math::PtEtaPhiE4D@<double@>@>](#)
Coordinates x
SetCoordinates y
SetCoordinates z
GetCoordinates t
GetCoordinates px
SetXYZT py
operator== pz
operator@!= e
Px r
X theta
Py phi
Y rho
Pz eta
Z pt
E perp2
T mag2
M2 mag
M mt
R mt2
P energy
P2 mass
Perp2 mass2
Pt SetE
Rho SetEta
Mt2 SetM
Mt SetPhi
Et2 SetPt
Et SetPx
Phi SetPy
Theta SetPz
Eta operator=
Vect Dot
operator*= Dot
operator/= operator+=
operator* operator+=
operator/ operator-=
operator- operator-=
operator+ operator+
Rapidity operator+
CollinearRapidity operator-
isTimelike operator-
isLightlike
isSpacelike