

`Math::LorentzVector<ROOT::Math::PtEtaPhiM4D<double>>`

**fCoordinates**

`@~LorentzVector@<ROOT::Math::PtEtaPhiM4D@<double@> @>`  
`LorentzVector@<ROOT::Math::PtEtaPhiM4D@<double@> @>`  
`LorentzVector@<ROOT::Math::PtEtaPhiM4D@<double@> @>`  
`Coordinates` isTimelike  
`SetCoordinates` isLightlike  
`SetCoordinates` isSpacelike  
`GetCoordinates` BoostToCM  
`GetCoordinates` Beta  
`SetXYZT` Gamma  
`operator==` x  
`operator@!=` y  
`Px` z  
`X` t  
`Py` px  
`Y` py  
`Pz` pz  
`Z` e  
`E` r  
`T` theta  
`M2` phi  
`M` rho  
`R` eta  
`P` pt  
`P2` perp2  
`Perp2` mag2  
`Pt` mag  
`Rho` mt  
`Mt2` mt2  
`Mt` energy  
`Et2` mass  
`Et` mass2  
`Phi` SetE  
`Theta` SetEta  
`Eta` SetM  
`Vect` SetPhi  
`operator*=  
operator/=  
operator*  
operator/  
operator-` SetPt  
SetPx  
SetPy  
SetPz