

Math::LorentzVector<ROOT::Math::PxPyPzE4D<Double32_t> >

fCoordinates

@~LorentzVector@<ROOT::Math::PxPyPzE4D@<Double32_t@> @>
LorentzVector@<ROOT::Math::PxPyPzE4D@<Double32_t@> @>
LorentzVector@<ROOT::Math::PxPyPzE4D@<Double32_t@> @>
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*= SetPt
operator/= SetPx
operator* SetPy
operator/ SetPz
operator-