T::Math::LorentzVector<ROOT::Math::PxPyPzE4D<double> >

fCoordinates

@~LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>	BoostToCM
LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>	Beta
LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>	Gamma
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+
ColinearRapidity	operator-
isTimelike	operator-
isLightlike	
isSpacelike	