

F:Math::LorentzVector<ROOT::Math::PxPyPzM4D<double> >

fCoordinates

@~LorentzVector@<ROOT::Math::PxPyPzM4D@<double@> @>	operatorMath::PxPyPzM4D@<double@> @>
LorentzVector@<ROOT::Math::PxPyPzM4D@<double@> @>	operatorMath::PxPyPzM4D@<double@> @>
LorentzVector@<ROOT::Math::PxPyPzM4D@<double@> @>	operatorMath::PxPyPzM4D@<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/=	SetPt
operator* operator/ operator-	SetPx
	SetPy
	SetPz