

ROOT::Math::PxPyPzE4D<Double32_t>	
fX	fT
fY	
fZ	
@~PxPyPzE4D@<Double32_t@>	Blk2_t@>
PxPyPzE4D@<Double32_t@>	10.2@>
PxPyPzE4D@<Double32_t@>	10.2@>
SetCoordinates	Et2
GetCoordinates	Et
SetCoordinates	Phi
GetCoordinates	Theta
Px	Eta
Py	SetPx
Pz	SetPy
E	SetPz
X	SetE
Y	Negate
Z	Scale
T	operator==
P2	operator@!=
P	x
R	y
M2	z
Mag2	t
M	SetPt
Mag	SetEta
Pt2	SetPhi
Perp2	SetM
Pt	
Perp	