

ROOT::Math::PxPyPzM4D<double>	
fX	fM
fY	
fZ	
@~PxPyPzM4D@<double>	Bl@>
PxPyPzM4D@<double>	@>
PxPyPzM4D@<double>	@>
PxPyPzM4D@<double>	@>
SetCoordinates	Mt
GetCoordinates	Et2
SetCoordinates	Et
GetCoordinates	Phi
Px	Theta
Py	Eta
Pz	SetPx
M	SetPy
X	SetPz
Y	SetM
Z	Negate
E	Scale
T	operator==
P2	operator@!=
P	x
R	y
M2	z
Mag2	t
Mag	SetPt
E2	SetEta
Pt2	SetPhi
Perp2	SetE
Pt	