

ROOT::Math::RotationZ

fAngle
fSin
fCos

@~RotationZ
RotationZ
RotationZ
Rectify
SetAngle
SetComponents
GetAngle
GetComponents
Angle
SinAngle
CosAngle
Invert
Inverse
operator*
operator*=
operator==
operator@!=
operator()
operator()
operator()
operator*
operator*
operator*