T::Math::LorentzVector<ROOT::Math::Cartesian4D<double> >

fCoordinates

~LorentzVector@<ROOT::Math::Cartesian4D@<double@> @>
LorentzVector@<ROOT::Math::Cartesian4D@<double@> @>
LorentzVector@<ROOT::Math::Cartesian4D@<double@> @>

Coordinates	**operator***
Coordinates	**operator/**
SetCoordinates	**x**
SetCoordinates	**y**
GetCoordinates	**z**
GetCoordinates	**t**
SetXYZT	**px**
X	**py**
Px	**pz**
Y	**e**
Py	**r**
Z	**theta**
Pz	**phi**
T	**eta**
E	**rho**
M2	**perp2**
M	**mag2**
R	**mag**
P	**operator=**
Perp2	**Dot**
Rho	**Dot**
Pt	**operator+=**
Mt2	**operator+=**
Mt	**operator-=**
Et2	**operator-=**
Et	**operator+**
Phi	**operator+**
Theta	**operator-**
Eta	**operator-**
Vec	