

3D<ROOT::Math::Cartesian3D<double>,ROOT::Math::DefaultCoordinateSystemTag>

fCoordinates	
@ ~PositionVector3D @<ROOT::Math::Cartesian3D @<double @>,ROOT::Math::DefaultCoordinateSystemTag @>	operator/
PositionVector3D @<ROOT::Math::Cartesian3D @<double @>,ROOT::Math::DefaultCoordinateSystemTag @>	x
PositionVector3D @<ROOT::Math::Cartesian3D @<double @>,ROOT::Math::DefaultCoordinateSystemTag @>	y
PositionVector3D @<ROOT::Math::Cartesian3D @<double @>,ROOT::Math::DefaultCoordinateSystemTag @>	z
Coordinates	r
SetCoordinates	theta
SetCoordinates	phi
GetCoordinates	eta
GetCoordinates	rho
SetXYZ	mag2
operator==	perp2
operator@!=	operator=
X	operator=
Y	operator=
Z	Dot
R	Dot
Theta	Dot
Phi	Cross
Eta	Cross
Rho	Cross
Mag2	Cross
Perp2	operator=
SetX	operator=
SetY	operator=
SetZ	operator=
SetR	operator=
SetTheta	operator+=
SetPhi	operator+=
SetRho	operator+=
SetEta	