

Math::LorentzVector<ROOT::Math::PtEtaPhiE4D<double> >

fCoordinates	
@~LorentzVector@<ROOT::Math::PtEtaPhiE4D@<double@> @>	isSpacelike
LorentzVector@<ROOT::Math::PtEtaPhiE4D@<double@> @>	BoostToCM
LorentzVector@<ROOT::Math::PtEtaPhiE4D@<double@> @>	BoostToCM
Coordinates	Gamma
SetCoordinates	x
SetCoordinates	y
GetCoordinates	z
GetCoordinates	t
SetXYZT	px
operator==	py
operator@!=	pz
Px	e
X	r
Py	theta
Y	phi
Pz	rho
Z	eta
E	perp2
T	mag2
M2	mag
M	mt
R	mt2
P	energy
P2	mass
Perp2	mass2
Pt	SetE
Rho	SetEta
Mt2	SetM
Mt	SetPhi
Et2	SetPt
Et	SetPx
Phi	SetPy
Theta	SetPz
Eta	operator=
Vect	Dot
operator*=	Dot
operator/=	operator+=
operator*	operator+=
operator/	operator-=
operator-	operator-=
operator+	operator+
Rapidity	operator+
ColinearRapidity	operator-
isTimelike	operator-
isLightlike	