

h::Cartesian3D<Double32_t>,ROOT::Math::DefaultCoordinateSystemTag>	
fCoordinates	
@~PositionVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>	
PositionVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>	
PositionVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>	
Coordinates	
SetCoordinates	
SetCoordinates	
GetCoordinates	
GetCoordinates	
SetXYZ	
operator==	
operator@!=	
X	
Y	
Z	
R	
Theta	
Phi	
Eta	
Rho	
Mag2	
Perp2	
SetX	
SetY	
SetZ	
SetR	
SetTheta	
SetPhi	
SetRho	
SetEta	
operator*=	
operator/=	
operator*	
operator/	
x	
y	
z	
r	
theta	
phi	
eta	
rho	
mag2	
perp2	