

T:Math::LorentzVector<ROOT::Math::PxPyPzE4D<double>> >

fCoordinates

@~LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>
LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>
LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>
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