

ector3D<ROOT::Math::Polar3D<double>,ROOT::Math::DefaultCoordinateSystemTag>

fCoordinates

@ ~DisplacementVector3D@<ROOT::Math::Polar3D@<double@>,ROOT::Math::DefaultCoordinateSystemTag@>  
DisplacementVector3D@<ROOT::Math::Polar3D@<double@>,ROOT::Math::DefaultCoordinateSystemTag@>  
DisplacementVector3D@<ROOT::Math::Polar3D@<double@>,ROOT::Math::DefaultCoordinateSystemTag@>  
Coordinates operator+  
SetCoordinates operator/  
SetCoordinates x  
GetCoordinates y  
GetCoordinates z  
SetXYZ r  
operator== theta  
operator@!= phi  
X eta  
Y rho  
Z mag2  
R perp2  
Theta unit  
Phi operator=  
Eta operator=  
Rho Dot  
Mag2 Dot  
Perp2 Dot  
Unit Cross  
SetX Cross  
SetY Cross  
SetZ operator-=  
SetR operator-=  
SetTheta operator-=  
SetPhi operator+=  
SetRho operator+=  
SetEta operator+=  
operator\*=