

or3D<ROOT::Math::Cartesian3D<Double32\_t>,ROOT::Math::LocalCoordinateSystemTag>

fCoordinates

@~DisplacementVector3D@<ROOT::Math::Cartesian3D@<Double32\_t@>,ROOT::Math::LocalCoordinateSystemTag@>  
DisplacementVector3D@<ROOT::Math::Cartesian3D@<Double32\_t@>,ROOT::Math::LocalCoordinateSystemTag@>  
DisplacementVector3D@<ROOT::Math::Cartesian3D@<Double32\_t@>,ROOT::Math::LocalCoordinateSystemTag@>  
Coordinates SetPhi  
SetCoordinates SetRho  
SetCoordinates SetEta  
GetCoordinates operator\*=  
GetCoordinates operator/=  
SetXYZ operator\*  
operator== operator-  
operator@!= operator+  
X operator/  
Y x  
Z y  
R z  
Theta r  
Phi theta  
Eta phi  
Rho eta  
Mag2 rho  
Perp2 mag2  
Unit perp2  
SetX unit  
SetY