

Math::LorentzVector<ROOT::Math::PxPyPzE4D<Double32\_t> >

fCoordinates

@~LorentzVector@<ROOT::Math::PxPyPzE4D@<Double32\_t@> @>  
LorentzVector@<ROOT::Math::PxPyPzE4D@<Double32\_t@> @>  
LorentzVector@<ROOT::Math::PxPyPzE4D@<Double32\_t@> @>  
Coordinates isTimelike  
SetCoordinates isLightlike  
SetCoordinates isSpacelike  
GetCoordinates BoostToCM  
GetCoordinates Beta  
SetXYZT Gamma  
operator== x  
operator@!= y  
Px z  
X t  
Py px  
Y py  
Pz pz  
Z e  
E r  
T theta  
M2 phi  
M rho  
R eta  
P perp2  
P2 mag2  
Perp2 mag  
Pt mt  
Rho mt2  
Mt2 energy  
Mt mass  
Et2 mass2  
Et SetE  
Phi SetEta  
Theta SetM  
Eta SetPhi  
Vect SetPt  
operator\*= SetPx  
operator/= SetPy  
operator\* SetPz  
operator/  
operator-