

ROOT::Math::RotationX

fAngle  
fSin  
fCos

@~RotationX  
RotationX  
RotationX  
Rectify  
SetAngle  
SetComponents  
GetAngle  
GetComponents  
Angle  
SinAngle  
CosAngle  
Invert  
Inverse  
operator\*  
operator\*=  
operator==  
operator@!=  
operator()  
operator()  
operator()  
operator\*  
operator\*  
operator\*