

Math::DisplacementVector3D<ROOT::Math::Polar3D<double> >

fCoordinates	
@ ~DisplacementVector3D<ROOT::Math::Polar3D@<double@> @>	operator@
DisplacementVector3D<ROOT::Math::Polar3D@<double@> @>	operator@
DisplacementVector3D<ROOT::Math::Polar3D@<double@> @>	operator@
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*=	