

F: Math::LorentzVector<ROOT::Math::PxPyPzM4D<double> >

fCoordinates	
@~LorentzVector@<ROOT::Math::PxPyPzM4D@<double@> @>	operator~
LorentzVector@<ROOT::Math::PxPyPzM4D@<double@> @>	operator=
LorentzVector@<ROOT::Math::PxPyPzM4D@<double@> @>	operator@!=
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-	