

3D<ROOT::Math::Cartesian3D<Double32_t>,ROOT::Math::DefaultCoordinateSystemTag>

fCoordinates

@~DisplacementVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>
DisplacementVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>
DisplacementVector3D@<ROOT::Math::Cartesian3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>
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