

ROOT::Math::PxPyPzE4D<double>	
fX	fT
fY	
fZ	
@~PxPyPzE4D@<double>	Blc@>
PxPyPzE4D@<double>	Qt2
PxPyPzE4D@<double>	Qt
SetCoordinates	Et2
GetCoordinates	Et
SetCoordinates	Phi
GetCoordinates	Theta
Px	Eta
Py	SetPx
Pz	SetPy
E	SetPz
X	SetE
Y	Negate
Z	Scale
T	operator==
P2	operator@!=
P	x
R	y
M2	z
Mag2	t
M	SetPt
Mag	SetEta
Pt2	SetPhi
Perp2	SetM
Pt	
Perp	