

or3D<ROOT::Math::Polar3D<double>,ROOT::Math::DefaultCoordinateSystemTag>

fCoordinates	
@ ~PositionVector3D @<ROOT::Math::Polar3D @<double @>,ROOT::Math::DefaultCoordinateSystemTag @>	
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Coordinates	operator/
SetCoordinates	x
SetCoordinates	y
GetCoordinates	z
GetCoordinates	r
SetXYZ	theta
operator==	phi
operator@!=	eta
X	rho
Y	mag2
Z	perp2
R	operator=
Theta	operator=
Phi	Dot
Eta	Dot
Rho	Dot
Mag2	Cross
Perp2	Cross
SetX	Cross
SetY	operator=
SetZ	operator=
SetR	operator=
SetTheta	operator+=
SetPhi	operator+=
SetRho	operator+=
SetEta	