

ROOT::Math::Rotation3D	
kXX	kZX
kXY	kZY
kXZ	kZZ
kYX	fM[9]
kYY	
kYZ	
@ ~Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator==
Rotation3D	operator@ !=
Rotation3D	Rotation3D
operator=	Rotation3D
operator=	SetComponents
operator=	SetComponents
operator=	GetComponents
operator=	operator()
operator=	operator()
Rectify	operator()
SetComponents	operator*
GetComponents	operator*
Invert	operator*
Inverse	
operator*	