

ROOT::Math::AxisAngle

fAxis

fAngle

@~AxisAngle

AxisAngle

Rectify

AxisAngle

AxisAngle

AxisAngle

AxisAngle

AxisAngle

AxisAngle

operator=

operator=

operator=

operator=

operator=

operator=

Axis

Angle

operator()

Invert

Inverse

operator*

operator*

operator*

operator*

operator*

operator*

operator*

operator==

operator@!=

RectifyAngle

Pi