

**ROOT::Math::BoostY**

**LXX  
LXY  
LXZ  
LXT  
LYX  
LYY  
LYZ  
LYT  
LZX  
LZY  
LZZ  
LZT  
LTX  
LTY  
LTZ  
LTT  
XX  
XY  
XZ  
XT  
YY  
YZ  
YT  
ZZ  
ZT  
TT  
fBeta  
fGamma**

**@~BoostY  
BoostY  
BoostY  
Rectify  
SetComponents  
GetComponents  
Beta  
Gamma  
SetBeta  
BetaVector  
GetLorentzRotation  
operator()  
Invert  
Inverse  
operator==  
operator@!=  
operator\***