

Math::PositionVector3D<ROOT::Math::Cartesian3D<double> >

fCoordinates

@~PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>	operator/
PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>	x
PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>	y
PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>	z
Coordinates	r
SetCoordinates	theta
SetXYZ	phi
operator==	eta
operator@!=	rho
X	mag2
Y	perp2
Z	operator=
R	operator=
Theta	Dot
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	