

onVector3D<ROOT::Math::Cylindrical3D<double> >

fCoordinates

@~PositionVector3D@<ROOT::Math::Cylindrical3D@<double@> @>
PositionVector3D@<ROOT::Math::Cylindrical3D@<double@> @>
PositionVector3D@<ROOT::Math::Cylindrical3D@<double@> @>
Coordinates
SetCoordinates
SetCoordinates
GetCoordinates
GetCoordinates
SetXYZ
operator==
operator@!=
X
Y
Z
R
Theta
Phi
Eta
Rho
Mag2
Perp2
SetX
SetY
SetZ
SetR
SetTheta
SetPhi
SetRho
SetEta
operator*=
operator/=
operator*
operator/
x
y
z
r
theta
phi
eta
rho
mag2
perp2