

ROOT::Math::Rotation3D	
XX	ZX
XY	ZY
XZ	ZZ
YX	fM[9]
YY	
YZ	
@~Rotation3D	Inverse
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator*
Rotation3D	operator==
operator=	operator@!=
operator=	Rotation3D
operator=	SetComponents
operator=	GetComponents
operator=	operator()
operator=	operator()
Rectify	operator*
SetComponents	operator*
GetComponents	operator*
operator()	
Invert	