

ROOT::Math::LorentzRotation

| | |
|----|--------|
| XX | ZY |
| XY | ZZ |
| XZ | ZT |
| XT | TX |
| YX | TY |
| YY | TZ |
| YZ | TT |
| YT | fM[16] |
| ZX | |

| | |
|-------------------|-----------------|
| @~LorentzRotation | Rectify |
| LorentzRotation | SetComponents |
| LorentzRotation | GetComponents |
| LorentzRotation | operator() |
| LorentzRotation | Invert |
| LorentzRotation | Inverse |
| LorentzRotation | operator* |
| LorentzRotation | operator* |
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| LorentzRotation | operator* |
| operator= | operator* |
| operator= | operator* |
| operator= | operator* |
| operator= | operator* |
| operator= | operator== |
| operator= | operator@!= |
| operator= | LorentzRotation |
| operator= | SetComponents |
| operator= | GetComponents |
| operator= | operator* |
| operator= | |