

Math::LorentzVector<ROOT::Math::PtEtaPhiM4D<double>>

fCoordinates	
@~LorentzVector@<ROOT::Math::PtEtaPhiM4D@<double@> @>	operator~
LorentzVector@<ROOT::Math::PtEtaPhiM4D@<double@> @>	operator+
LorentzVector@<ROOT::Math::PtEtaPhiM4D@<double@> @>	operator-
Coordinates	operator+
SetCoordinates	Rapidity
SetCoordinates	ColinearRapidity
GetCoordinates	isTimelike
GetCoordinates	isLightlike
SetXYZT	isSpacelike
operator==	BoostToCM
operator@!=	Beta
Px	Gamma
X	x
Py	y
Y	z
Pz	t
Z	px
E	py
T	pz
M2	e
M	r
R	theta
P	phi
P2	rho
Perp2	eta
Pt	perp2
Rho	mag2
Mt2	mag
Mt	SetE
Et2	SetEta
Et	SetM
Phi	SetPhi
Theta	SetPt
Eta	SetPx
Vect	SetPy
operator*=	SetPz
operator/=	