

[ROOT::Math::AxisAngle](#)

fAxis  
fAngle

@~AxisAngle

AxisAngle

Rectify

AxisAngle

AxisAngle

AxisAngle

AxisAngle

AxisAngle

AxisAngle

operator=

operator=

operator=

operator=

operator=

operator=

Axis

Angle

operator()

Invert

Inverse

operator\*

operator\*

operator\*

operator\*

operator\*

operator\*

operator==

operator@!=

RectifyAngle

Pi

AxisAngle

SetComponents

GetComponents

operator()

operator()

operator\*

operator\*

operator\*