

T:Math::LorentzVector<ROOT::Math::PxPyPzE4D<double>>

fCoordinates

```

@~LorentzVector@<ROOT::Math::PxPyPzE4D<double@> @>
LorentzVector@<ROOT::Math::PxPyPzE4D<double@> @>
LorentzVector@<ROOT::Math::PxPyPzE4D<double@> @>
Coordinates          Gamma
SetCoordinates       x
SetCoordinates       y
GetCoordinates       z
GetCoordinates       t
SetXYZT              px
operator==            py
operator@!=          pz
Px                   e
X                    r
Py                   theta
Y                    phi
Pz                   rho
Z                    eta
E                    perp2
T                    mag2
M2                   mag
M                    mt
R                    mt2
P                    energy
P2                   mass
Perp2                mass2
Pt                   SetE
Rho                  SetEta
Mt2                  SetM
Mt                   SetPhi
Et2                  SetPt
Et                   SetPx
Phi                  SetPy
Theta                SetPz
Eta                  operator=
Vect                 Dot
operator*=           Dot
operator/=           operator+=
operator*            operator+=
operator/            operator-=
operator-            operator-=
operator+            operator+
Rapidity             operator+
CollinearRapidity   operator-
isTimelike           operator-
isLightlike

```