

ROOT::Math::PxPyPzE4D<Double32_t>

fX fT
fY
fZ

@~PxPyPzE4D@<Double32_t@>

PxPyPzE4D@<Double32_t@>

PxPyPzE4D@<Double32_t@>

SetCoordinates Et2

GetCoordinates Et

SetCoordinates Phi

GetCoordinates Theta

Px Eta

Py SetPx

Pz SetPy

E SetPz

X SetE

Y Negate

Z Scale

T operator==

P2 operator@!=

P x

R y

M2 z

Mag2 t

M SetPt

Mag SetEta

Pt2 SetPhi

Perp2 SetM

Pt

Perp