

Math::DisplacementVector3D<ROOT::Math::Cartesian3D<double> >

### fCoordinates

@ ~DisplacementVector3D@<ROOT::Math::Cartesian3D@<double@> @>  
DisplacementVector3D@<ROOT::Math::Cartesian3D@<double@> @>  
DisplacementVector3D@<ROOT::Math::Cartesian3D@<double@> @>  
Coordinates y  
SetCoordinates z  
SetCoordinates r  
GetCoordinates theta  
GetCoordinates phi  
SetXYZ eta  
operator== rho  
operator@!= mag2  
X perp2  
Y unit  
Z operator=  
R operator=  
Theta Dot  
Phi Dot  
Eta Dot  
Rho Cross  
Mag2 Cross  
Perp2 Cross  
Unit operator=  
SetX operator=  
SetY operator=  
SetZ operator+=  
SetR operator+=  
SetTheta operator+=  
SetPhi operator+  
SetRho operator+  
SetEta operator+  
operator\*= operator-  
operator/= operator-  
operator\* operator-  
operator-