Math::DisplacementVector3D<ROOT::Math::Polar3D<double> >

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fCoordinates

@~DisplacementVector3D@operator+@ROOT::Math::Polar3D@<double@> @>
DisplacementVector3D@operator-@ROOT::Math::Polar3D@<double@> @>
DisplacementVector3D@<ROOT::Math::Polar3D@<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-	