

ROOT::Math::LorentzRotation

XX	ZY
XY	ZZ
XZ	ZT
XT	TX
YX	TY
YY	TZ
YZ	TT
YT	fM[16]
ZX	

@~LorentzRotation	operator=
LorentzRotation	operator=
LorentzRotation	operator=
LorentzRotation	operator=
LorentzRotation	operator=
LorentzRotation	operator=
LorentzRotation	operator=
LorentzRotation	Rectify
LorentzRotation	SetComponents
LorentzRotation	GetComponents
LorentzRotation	operator()
LorentzRotation	Invert
LorentzRotation	Inverse
LorentzRotation	operator*
operator=	operator==
operator=	operator@!=
operator=	
operator=	