

Math::LorentzVector<ROOT::Math::CylindricalEta4D<double>>

fCoordinates

@~LorentzVector@<ROOT::Math::CylindricalEta4D@<double@> @>
LorentzVector@<ROOT::Math::CylindricalEta4D@<double@> @>
LorentzVector@<ROOT::Math::CylindricalEta4D@<double@> @>
Coordinates operator*
Coordinates operator/
SetCoordinates x
SetCoordinates y
GetCoordinates z
GetCoordinates t
SetXYZT px
X py
Px pz
Y e
Py r
Z theta
Pz phi
T eta
E rho
M2 perp2
M mag2
R mag
P operator=
Perp2 Dot
Rho Dot
Pt operator+=
Mt2 operator+=
Mt operator-=
Et2 operator-=
Et operator+
Phi operator+
Theta operator-
Eta operator-
Vec