

T:Math::LorentzVector<ROOT::Math::PxPyPzE4D<double>> >

### fCoordinates

@~LorentzVector@<ROOT::Math::PxPyPzE4D<double>> @>  
LorentzVector@<ROOT::Math::PxPyPzE4D<double>> @>  
LorentzVector@<ROOT::Math::PxPyPzE4D<double>> @>  
Coordinates isSpacelike  
SetCoordinates BoostToCM  
SetCoordinates x  
GetCoordinates y  
GetCoordinates z  
SetXYZT t  
operator== px  
operator@!= py  
Px pz  
X e  
Py r  
Y theta  
Pz phi  
Z rho  
E eta  
T perp2  
M2 mag2  
M mag  
R SetE  
P SetEta  
P2 SetM  
Perp2 SetPhi  
Pt SetPt  
Rho SetPx  
Mt2 SetPy  
Mt SetPz  
Et2 operator=  
Et Dot  
Phi Dot  
Theta operator+=  
Eta operator+=  
Vec operator-=  
operator\*= operator-=  
operator/= operator+  
operator\* operator+  
operator/ operator-  
operator- operator-  
operator+  
Rapidity