Math::PositionVector3D<ROOT::Math::Cartesian3D<double> >

fCoordinates

@~PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>
PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>
PositionVector3D@<ROOT::Math::Cartesian3D@<double@> @>
Coordinates   **y**
SetCoordinates   **z**
SetCoordinates   **r**
GetCoordinates   **theta**
GetCoordinates   **phi**
SetXYZ   **eta**
operator==   **rho**
operator@!=   **mag2**
X   **perp2**
Y   **operator=**
Z   **operator=**
R   **Dot**
Theta   **Dot**
Phi   **Dot**
Eta   **Cross**
Rho   **Cross**
Mag2   **Cross**
Perp2   **operator-=**
SetX   **operator-=**
SetY   **operator-=**
SetZ   **operator+=**
SetR   **operator+=**
SetTheta   **operator+=**
SetPhi