

Math::PositionVector3D<ROOT::Math::CylindricalEta3D<double>>

fCoordinates

@ ~PositionVector3D@<ROOT::Math::CylindricalEta3D@<double@> @>
PositionVector3D@<ROOT::Math::CylindricalEta3D@<double@> @>
PositionVector3D@<ROOT::Math::CylindricalEta3D@<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