

T: Math::PositionVector3D<ROOT::Math::Polar3D<double>>

### fCoordinates

@ ~PositionVector3D@<ROOT::Math::Polar3D@<double@> @>	SetRho
PositionVector3D@<ROOT::Math::Polar3D@<double@> @>	SetEta
PositionVector3D@<ROOT::Math::Polar3D@<double@> @>	SetPhi
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	