

ROOT::Math::PxPyPzE4D<double>

fX                    fT  
 fY  
 fZ

@~PxPyPzE4D@<double>  
 PxPyPzE4D@<double>  
 PxPyPzE4D@<double>  
 SetCoordinates      Et2  
 GetCoordinates      Et  
 SetCoordinates      Phi  
 GetCoordinates      Theta  
 Px                    Eta  
 Py                    SetPx  
 Pz                    SetPy  
 E                    SetPz  
 X                    SetE  
 Y                    Negate  
 Z                    Scale  
 T                    operator==  
 P2                    operator@!=  
 P                    x  
 R                    y  
 M2                    z  
 Mag2                  t  
 M                    SetPt  
 Mag                   SetEta  
 Pt2                   SetPhi  
 Perp2                SetM  
 Pt  
 Perp