

[ROOT::Math::Quaternion](#)

fU
fI
fJ
fK

@~Quaternion

Quaternion

Quaternion

Quaternion

Quaternion

Quaternion

Quaternion

Quaternion

Quaternion

Rectify

operator=

operator=

operator=

operator=

operator=

operator=

SetComponents

GetComponents

U

I

J

K

operator()

Invert

Inverse

operator*

operator*

operator*

operator*

operator*

operator*

operator*

Distance

operator==

operator@!=