

3D<ROOT::Math::Cartesian3D<double>,ROOT::Math::DefaultCoordinateSystemTag>

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