

Math::Cylindrical3D<double> ROOT::Math::DefaultCoordinateSystemTag>

fCoordinates

@ ~PositionVector3D @<ROOT::Math::Cylindrical3D @<double @>,ROOT::Math::DefaultCoordinateSystemTag @>
PositionVector3D @<ROOT::Math::Cylindrical3D @<double @>,ROOT::Math::DefaultCoordinateSystemTag @>
PositionVector3D @<ROOT::Math::Cylindrical3D @<double @>,ROOT::Math::DefaultCoordinateSystemTag @>
Coordinates
SetCoordinates
SetCoordinates
GetCoordinates
GetCoordinates
SetXYZ
operator==
operator @ !=
X
Y
Z
R
Theta
Phi
Eta
Rho
Mag2
Perp2
SetX
SetY
SetZ
SetR
SetTheta
SetPhi
SetRho
SetEta
operator*=
operator/=
operator*
operator/
x
y
z
r
theta
phi
eta
rho
mag2
perp2