

ROOT::Math::RotationX

fAngle

fSin

fCos

@~RotationX

RotationX

RotationX

Rectify

SetAngle

SetComponents

GetAngle

GetComponents

Angle

SinAngle

CosAngle

operator()

Invert

Inverse

operator*

operator*=
operator==

operator@!=

operator()

operator()

operator*

operator*

operator*

operator*