

ROOT::Math::PxPyPzM4D<double>

fX fM  
 fY  
 fZ

@~PxPyPzM4D@<double> Perp@  
 PxPyPzM4D@<double> Phi  
 PxPyPzM4D@<double> M2  
 SetCoordinates Mt  
 GetCoordinates Et2  
 SetCoordinates Et  
 GetCoordinates Phi  
 Px Theta  
 Py Eta  
 Pz SetPx  
 M SetPy  
 X SetPz  
 Y SetM  
 Z Negate  
 E Scale  
 T operator==  
 P2 operator@!=  
 P x  
 R y  
 M2 z  
 Mag2 t  
 Mag SetPt  
 E2 SetEta  
 Pt2 SetPhi  
 Perp2 SetE  
 Pt