

T:Math::LorentzVector<ROOT::Math::PxPyPzE4D<double>> >

fCoordinates	
@~LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>	GetTimeLike
LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>	IsLightlike
LorentzVector@<ROOT::Math::PxPyPzE4D@<double@> @>	IsSpacelike
Coordinates	BoostToCM
SetCoordinates	Beta
SetCoordinates	Gamma
GetCoordinates	x
GetCoordinates	y
SetXYZT	z
operator==	t
operator@!=	px
Px	py
X	pz
Py	e
Y	r
Pz	theta
Z	phi
E	rho
T	eta
M2	perp2
M	mag2
R	mag
P	SetE
P2	SetEta
Perp2	SetM
Pt	SetPhi
Rho	SetPt
Mt2	SetPx
Mt	SetPy
Et2	SetPz
Et	operator=
Phi	Dot
Theta	Dot
Eta	operator+=
Vect	operator+=
operator*=	operator-=
operator/=	operator-=
operator*	operator+
operator/	operator+
operator-	operator-
operator+	operator-
Rapidity	
ColinearRapidity	