

AliFmLorentzVector<double>

fThreeVector
fX4

@~AliFmLorentzVector@<double@>

AliFmLorentzVector@<double@>

x

y

z

t

px

py

pz

e

operator()

operator@[@]

operator()

operator@[@]

vect

SetX

SetY

SetZ

SetPx

SetPy

SetPz

SetE

SetT

Perp

Perp2

PseudoRapidity

Phi

Theta

CosTheta

Plus

Minus

m

m2

mt

mt2

Rapidity

operator-

operator+

operator*=
operator/=