

AliFmThreeVector<float>

mX1
mX2
mX3

@~AliFmThreeVector@<float @>

AliFmThreeVector @<float @>

AliFmThreeVector @<float @>

SetX

SetY

SetZ

SetPhi

SetTheta

SetMag

SetMagnitude

x

y

z

Theta

CosTheta

Phi

Perp

Perp2

Magnitude

Mag

Mag2

PseudoRapidity

operator()

operator[@]

operator()

operator[@]

MassHypothesis

unit

orthogonal

RotateX

RotateY

RotateZ

operator-

operator+

operator*=
operator/=

PseudoProduct

Valid

Bad