

TEveVectorT<float>	
fX	fY
fY	fZ
fZ	
TEveVectorT@<float@>	Mag2
TEveVectorT@<float@>	Mag
TEveVectorT@<float@>	Perp2
TEveVectorT@<float@>	Perp
TEveVectorT@<float@>	R
Dump	Distance
operator const float *	SquareDistance
operator float *	Dot
operator@[@]	Cross
operator@[@]	Sub
Arr	Mult
Arr	Orthogonal
operator*=	OrthoNormBase
operator+=	IsZero
operator-=	Class
Set	Class_Name
Set	IsA
Set	ShowMembers
Set	Streamer
NegateXYZ	StreamerNVirtual
Normalize	operator=
Phi	operator=
Theta	@~TEveVectorT@<float@>
CosTheta	
Eta	