Vec3< T >

- x_
- y_
- z_

+ Vec3()
+ Vec3()
+ Vec3()
+ operator=()
+ ~Vec3()
+ getX()
+ getY()
+ getZ()
+ setX()
+ setY()
and 15 more...

< float >

Vec3< float >

- x_
- y_
- z_

+ Vec3()
+ Vec3()
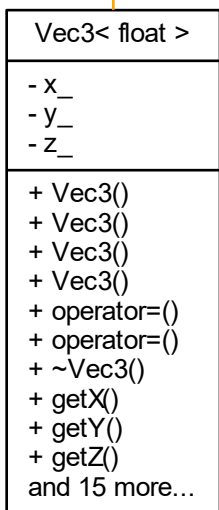+ Vec3()
+ Vec3()
+ operator=()
+ operator=()
+ ~Vec3()
+ getX()
+ getY()
+ getZ()
and 15 more...

+hard_iron_offset
+raw_axis

HMC5883

+ hi2c
+ address