Homogeneous3

```
- _coord: GLfloat[4]
```

```
+ Homogeneous3()
+ Homogeneous3(x: GLfloat, y: GLfloat, z: GLfloat = 0.0f, w: GLfloat = 1.0f)
+ <<const>> operator [](rhs: GLint): const GLfloat&
+ operator [](rhs: GLint): GLfloat&
+ <<const>> x(): GLfloat
+ <<const>> y(): GLfloat
+ <<const>> z(): GLfloat
+ <<const>> w(): GLfloat
+ x(): GLfloat&
+ y(): GLfloat&
+ z(): GLfloat&
+ w(): GLfloat&
+ <<const>> operator +(): const Homogeneous3
+ <<const>> operator -(): const Homogeneous3
+ <<const>> operator +(rhs: const Homogeneous3&): const Homogeneous3
+ <<const>> operator -(rhs: const Homogeneous3&): const Homogeneous3
+ <<const>> operator ^(rhs: const Homogeneous3&): const Homogeneous3
+ <<const>> operator *(rhs: const Homogeneous3&): GLfloat
+ <<const>> operator *(rhs: const GLfloat&): const Homogeneous3
+ <<const>> operator /(rhs: const GLfloat&): const Homogeneous3
+ operator *=(rhs: const GLfloat&): Homogeneous3&
+ operator +=(rhs: const Homogeneous3&): Homogeneous3&
+ operator -=(rhs: const Homogeneous3&): Homogeneous3&
+ operator ^=(rhs: const Homogeneous3&): Homogeneous3&
+ operator /=(rhs: const GLfloat&): Homogeneous3&
+ <<const>> length(): GLfloat
+ normalize(): Homogeneous3&
+ <<const>> address(): const GLfloat * const
+ <<const>> clone(): Homogeneous3*
  <<friend>> operator *(rhs: GLfloat, rhs: const Homogeneous3&): const Homogeneous3
  <<friend>> operator <<(lhs: std::ostream&, rhs: const Homogeneous3&): std::ostream&
  <<friend>> operator >>(lhs: std::istream&, rhs: Homogeneous3&): std::istream&
```