

## TCoordinate4

- \_data: GLfloat[4]

+ TCoordinate4()

+ TCoordinate4(s: GLfloat, t: GLfloat, r: GLfloat, q: GLfloat = 1.0f)

+ <<const>> operator [] (rhs: GLint): const GLfloat&

+ <<const>> s(): GLfloat

+ <<const>> t(): GLfloat

+ <<const>> r(): GLfloat

+ <<const>> q(): GLfloat

+ operator [] (rhs: GLint): GLfloat&

+ s(): GLfloat&

+ t(): GLfloat&

+ r(): GLfloat&

+ q(): GLfloat&

+ <<const>> address(): const GLfloat \* const

+ <<const>> clone(): TCoordinate4\*

<<friend>> operator <<(lhs: std::ostream&, rhs: const TCoordinate4&): std::ostream&

<<friend>> operator >>(lhs: std::istream&, rhs: TCoordinate4&): std::istream&