Vector3< float >

- xc
- yc
- zc

+ Vector3()
+ Vector3()
+ x()
+ setX()
+ y()
+ setY()
+ z()
+ setZ()
+ length()
+ operator+=()
+ operator-=()
+ operator*=()
+ operator+()
+ operator-()
+ operator-()
+ operator*()
+ operator==()
+ normalized()
+ dot()
+ cross()

-v
-n

Vertex

+ Vertex()
+ Vertex()
+ getV()
+ setV()
+ getN()
+ setN()
+ transform()
+ operator==()