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()

#position

SceneObject

+ SceneObject()
+ SceneObject()
+ ~SceneObject()
+ getPosition()
+ setPosition()
+ draw()
+ transform()
+ isCamera()
+ isLight()