```
FBS Schema
namespace zerobuf.render;
table Vector3f
```

C++ Code

namespace render = zerobuf::render;

```
table Vector3f
                                      render::Camera camera;
                                      camera.getOrigin() = render::Vector3f(0, 0, 1);
 x: float;
 y: float;
 z: float;
table Camera
 origin: Vector3f = 0, 0, 1;
 lookAt: Vector3f;
 up: Vector3f = 0, 1, 0;
```

Memory Layout

