

ImGuizmo::vec_t

component
dir
position
right
up

mBoundsAnchor
mBoundsLocalPivot
mBoundsPivot
mBoundsPlan
mCameraDir
mCameraEye
mCameraRight
mCameraUp
mMatrixOrigin
mModelScaleOrigin
...

ImGuizmo::matrix_t

mBoundsMatrix
mMVP
mModel
mModelInverse
mModelSource
mModelSourceInverse
mProjectionMat
mViewMat
mViewProjection

ImGuizmo::Context

