

**EulerAngle**

- + `_roll: double`
- + `_pitch: double`
- + `_yaw: double`
- + `_rotationMatrix: Matrix3d`

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- + `EulerAngle(double, double, double)`
- + `EulerAngle(Matrix3d)`
- + `ToQuaternion(EulerAngle): Quaternion`

**Quaternion**

- `q: double[4]`

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- + `Quaternion(double,...)`
- + `Quaternion(Vector4d)`
- + `operator*(Q,Q): Quaternion`
- + `ToString() override: string`
- + `Norm(Quaternion) static: double`
- + `ToEulerAngle(Quaternion) static: EulerAngle`
- + `FromRotationVector(Vec3d) static: Quaternion`
- ...