## Math::Vector3D

+ x
+ y
+ z

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+ Vector3D()
+ Vector3D()
+ Vector3D()
+ Vector3D()
+ ~Vector3D()
+ length()
+ operator=()
+ operator=()
+ operator+()
+ operator+=()
+ operator-()
+ operator-=()
+ operator*()
+ operator*=()
+ operator/()
+ operator/=()
+ operator*()
+ operator*=()
+ operator/()
+ operator/=()
+ dot()
+ rotate()
+ rotateX()
+ rotateY()
+ rotateZ()