

r3::Transform3D

- + Transform3D()
- + ~Transform3D()
- + setPosition()
- + setPosition()
- + getPosition()
- + translate()
- + rotate()
- + setRotation()
- + setRotation()
- + getRotation()
- + getPointInLocalSpace()
- + getPointInWorldSpace()
- + getDirectionInLocalSpace()
- + getDirectionInWorldSpace()