

ONE
ZERO
UNIT_X
UNIT_Y
UNIT_Z

Magnum::Vector3

rayFromWorld
rayToWorld

Magnum::Vector< Magnum
::Vector3 >

hitPointWorlds
hitNormalWorlds

Magnum::Physics3::RayCast
Result

Magnum::Vector< float >

hitFractions

hitCollisionObjects

Magnum::Vector< const
void * >