

ONE
ZERO
UNIT_X
UNIT_Y
UNIT_Z

IDreamSky::Vector3

rayFromWorld
rayToWorld

IDreamSky::Vector<
float >

hitFractions

IDreamSky::Vector<
const void * >

hitCollisionObjects

hitPointWorlds
hitNormalWorlds

IDreamSky::Vector<
IDreamSky::Vector3 >

IDreamSky::Physics3
::RayCastResult

