```
#m_forwardVector
#m_position
#m_scale
#m_up
```

```
+ Transform3D()
+ ~Transform3D()
+ updateLocalMat()
+ getLocalPosition()
+ getUpVector()
+ getForwardVector()
+ getLocalMat()
+ setLocalMat()
+ getTranslation()
+ getTranslationX()
```

and 39 more...

ec::Transform3D