

quickhull::Vector3< T >

+ x

+ y

+ z

+ Vector3()

+ Vector3()

+ dotProduct()

+ operator-()

+ operator+()

+ operator+=()

+ operator-=()

+ operator*=()

+ operator/=()

+ operator-()

+ operator*()

+ operator/()

+ getLengthSquared()

+ operator!=()

+ getSquaredDistanceTo()