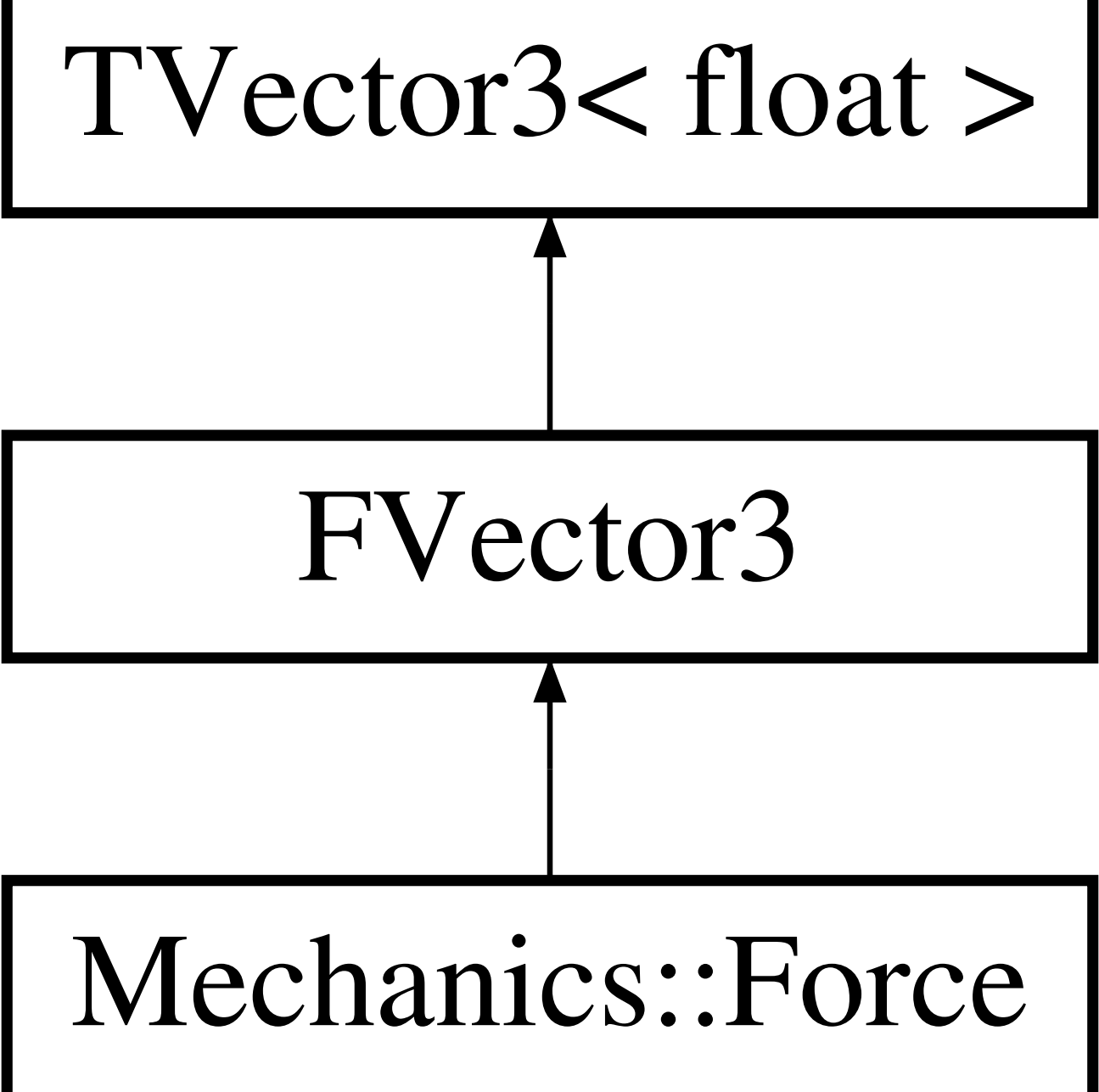


TVector3< float >



```
graph BT; Mechanics::Force --> FVector3; FVector3 --> TVector3
```

FVector3

Mechanics::Force