

float

+x
+y
+z

Engine3D::Point3d

- + Point3d()
- + Point3d()
- + operator-()
- + operator+()
- + operator*()
- + cross()
- + dot()
- + normalize()

+p1
+p2
+p3

Engine3D::Triangle3d

- + Triangle3d()
- + Triangle3d()
- + normal()
- + center()