```
Tuple3f t
     + X
     + Y
     +7
     +s
     + T
          #FnVec
          #StVec
     ArcBall t
# AdjustWidth
# AdjustHeight
+ ArcBall_t()
+ ~ArcBall t()
+ setBounds()
+ click()
+ drag()
# _mapToSphere()
```