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heroEventInit
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heroMathAddI2
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heroMathAddI4
heroMathSubstractI4

heroMathLerpF
heroMathAddF2
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heroMathDotProductF2
heroMathMultiplyF2
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heroMathLengthF2
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heroMathRotateF2
heroMathAddF3
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heroMathDotProductF3
heroMathCrossProduct
heroMathMultiplyF3
heroMathNormalizeF3
heroMathLengthF3
heroMathLerpF3
heroMathDistanceF3
heroMathAddF4
heroMathSubstractF4
heroMathMultiplyF4
heroMathNormalizeF4
heroMathLengthF4
heroMathMultiplyM2x2
heroMathDeterminentM2x2
heroMathTansponeM2x2
heroMathInvertM2x2
heroMathMultiplyM2x2F2
heroMathMultiplyM3x3
heroMathDeterminentM3x3
heroMathTansponeM3x3
heroMathInvertM3x3
heroMathMultiplyM3x3F3
heroMathMultiplyM4x4
heroMathDeterminentM4x4
heroMathTansponeM4x4
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heroMathMultiplyM4x4F4
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heroActor2DGetPosition
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