

Vec4f

- + Vec4f()
- + Vec4f()
- + Vec4f()
- + Vec4f()
- + Vec4f()
- + ~Vec4f()
- + Get()
- + operator[]()
- + x()
- + y()
- and 24 more...
- + Add()
- + Sub()
- + CopyScale()
- + AddScale()
- + Average()
- + WeightedSum()
- + Cross3()