

## Vec3f

- + Vec3f()
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- + ~Vec3f()
- + Get()
- + operator[]()
- + x()
- + y()
- + z()
- and 21 more...
- + Add()
- + Sub()
- + Mult()
- + CopyScale()
- + AddScale()
- + Average()
- + WeightedSum()
- + Cross3()
- + Min()
- + Max()