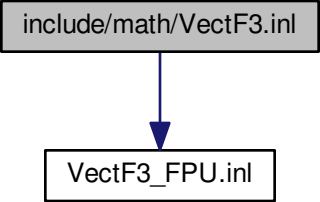


include/math/VectF3.inl



```
graph TD; A[include/math/VectF3.inl] --> B[VectF3_FPU.inl]
```

VectF3_FPU.inl