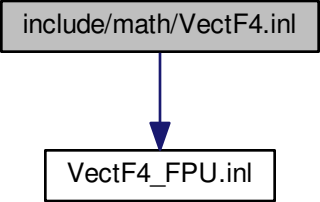


include/math/VectF4.inl



```
graph TD; A[include/math/VectF4.inl] --> B[VectF4_FPU.inl]
```

VectF4_FPU.inl