

Vector3D::cross



```
graph LR; A[Vector3D::cross] --> B[Vector3D::Vector3D]
```

A diagram showing a function call. On the left, a gray rectangular box contains the text "Vector3D::cross". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "Vector3D::Vector3D". Both boxes have a black border.

Vector3D::Vector3D