+ mF32 + @17 + Vec4() + Vec4() + operator=() + Vec4() + Vec4() + Vec4() + Vec4() + GetX() + GetY() + GetZ() and 52 more... + sZero() + sNaN() + sReplicate() + sLoadFloat4() + sLoadFloat4Aligned() + sGatherFloat4() + sMin() + sMax() + sEquals() + sLess() and 11 more... +mValue Quat + GetAxisAngle() + GetEulerAngles() + operator*() + InverseRotate() + RotateAxisX() + RotateAxisY() + RotateAxisZ() + Dot() + Conjugated() + Inversed() and 8 more... + Quat() + Quat() + operator=() + Quat() + Quat() + operator==() + operator!=() + IsClose() + IsNormalized() + IsNaN() + GetX() + GetY() + GetZ() + GetW() + GetXYZ() + GetXYZW() + SetX() + SetY() + SetZ() + SetW() BodyID + Set() + clnvalidBodyID + LengthSq() RefConst < Shape > + cBroadPhaseBit Float3 + Length() + cMaxBodyIndex + RefConst() + Normalized() + x + cMaxSequenceNumber + sRotation() + RefConst() + y + BodyID() + sFromTo() RefConst() + z SubShapeIDCreator + BodyID() + sRandom() + RefConst() + Float3() + BodyID() + sEulerAngles() + RefConst() + Float3() + PushID() + GetIndex() + sLoadFloat3Unsafe() RefConst() + operator=() + GetID() + GetSequenceNumber() + GetNumBitsWritten() + sZero() + ~RefConst() + Float3() + GetIndexAndSequenceNumber() + sldentity() + operator=() + operator[]() + IsInvalid() * Quat() operator=() + operator==() + operator==() * Quat() + operator=() + operator!=() + operator!=() * operator=() and 13 more... + operator<() * Quat() + operator>() * Quat() + sLoadFloat3Unsafe() * operator==() * operator!=() * IsClose() * IsNormalized() * IsNaN() * GetX() * GetY() * GetZ() * GetW() * GetXYZ() * GetXYZW() * SetX() * SetY() * SetZ() * SetW() * Set() * LengthSq() * Length() * Normalized() * operator+=() * operator-=() * operator*=() * operator/=() * operator-() * operator+() * operator-() * operator*() * operator*() * operator/() * operator* * sZero() * sldentity() +mShapeRotation +mShape +mShapeScale +mSubShapeIDCreator +mShapePositionCOM TransformedShape + TransformedShape() + TransformedShape() + CastRay() + CastRay() + CollidePoint() + CollideShape() + CastShape() + CollectTransformedShapes()

> + GetTrianglesStart() + GetTrianglesNext() and 14 more... + sGetBodyID()

Vec4

+ mValue

Vec3

+ mValue

+ sUnitSphere

+ operator=()

+ mF32

+ Vec3()

+ Vec3()

+ Vec3()

+ Vec3()

+ Vec3()

+ Vec3()

+ GetX()

+ GetY()

+ GetZ()

+ sZero()

+ sNaN()

+ sAxisX()

+ sAxisY()

+ sAxisZ()

+ sMin()

+ sMax()

+ sClamp()

and 13 more...

+ sReplicate()

and 50 more...

+ @15