

## Vec4

+ mValue

+ 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...