Vec3
+ mValue
+ mF32
+ @15
+ sUnitSphere
+ Vec3()
+ Vec3()
+ operator=()
+ Vec3()
+ Vec3()
+ Vec3()
+ Vec3()
+ GetX()
+ GetY()
+ GetZ()
and 50 more
+ sZero()
+ sNaN()
+ sAxisX()
+ sAxisY()
+ sAxisZ()
+ sReplicate()
+ sLoadFloat3Unsafe()
+ sMin()
+ sMax()
+ sClamp()
and 13 more

+mActiveEdgeMovementDirection

CollideSettingsBase

- + mActiveEdgeMode
- + mCollectFacesMode
- + mCollisionTolerance
- + mPenetrationTolerance

CollideShapeSettings

- + mMaxSeparationDistance
- + mBackFaceMode