

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...

UVec4
+ mValue
+ mU32
+ @11
+ UVec4()
+ UVec4()
+ operator=()
+ UVec4()
+ UVec4()
+ operator==()
+ operator!=()
+ Swizzle()
+ GetX()
+ GetY()
and 40 more...
+ sZero()
+ sReplicate()
+ sLoadInt()
+ sLoadInt4()
+ sLoadInt4Aligned()
+ sGatherInt4()
+ sMin()
+ sMax()
+ sEquals()
+ sSelect()
+ sOr()
+ sXor()
+ sAnd()
+ sNot()
+ sSort4True()

