Mat44 + Mat44() + Mat44() + Mat44() + Mat44() + operator=() + Mat44() + operator()() + operator()() + operator==() + operator!=() and 51 more... + sZero() + sldentity() + sNaN() + sLoadFloat4x4() + sLoadFloat4x4Aligned() + sRotationX() + sRotationY() + sRotationZ() + sRotation() + sRotation() and 10 more...

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...

+mOrientation +mHalfExtents

OrientedBox

- + OrientedBox()
- + OrientedBox()
 + OrientedBox()
- + Overlaps()
- + Overlaps()