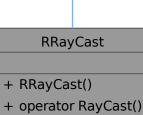
```
Vec3
  + mValue
  + mF32
  + @15
  + sUnitSphere
  + Vec3()
  + Vec3()
  + operator=()
  + Vec3()
  + Vec3()
  + Vec3()
  + Vec3()
  + GetX()
  + GetY()
  + GetZ()
    and 50 more...
  + sZero()
  + sNaN()
  + sAxisX()
  + sAxisY()
  + sAxisZ()
  + sReplicate()
  + sLoadFloat3Unsafe()
  + sMin()
  + sMax()
  + sClamp()
    and 13 more...
              +mDirection
               +mOrigin
RayCastT< RVec3, RMat44,
       RRayCast >
  +
      RayCastT()
  +
      RayCastT()
      RayCastT()
  +
```



Transformed()

GetPointOnRay()

Translated()

+ +

+