	11574
	UVec4
Vec3	+ mValue
+ mValue	+ mU32
+ mF32	+ @11
+ @15	+ UVec4()
+ sUnitSphere	+ UVec4()
+ Vec3()	+ operator=()
+ Vec3()	+ UVec4()
+ operator=()	+ UVec4()
+ Vec3()	+ operator==()
+ Vec3()	+ operator!=()
+ Vec3()	+ Swizzle()
+ Vec3()	+ GetX()
+ GetX()	+ GetY()
+ GetY()	and 40 more
+ GetZ()	+ sZero()
and 50 more	+ sReplicate()
+ sZero()	+ sLoadInt()
+ sNaN()	+ sLoadInt4()
+ sAxisX()	+ sLoadInt4Aligned()
+ sAxisY()	+ sGatherInt4()
+ sAxisZ()	+ sMin()
+ sReplicate()	+ sMax()
+ sLoadFloat3Unsafe()	+ sEquals()
+ sMin()	+ sSelect()
+ sMax()	+ sOr() + sXor()
+ sClamp()	
and 13 more	+ sAnd()
	+ sNot() + sSort4True()
\	+ 5301t411de()
L malmy Direction / L male De rolle	
+mInvDirection/+mIsParallel	
RayInvDirection	
Paradas Di di O	
+ RayInvDirection()	

+ RayInvDirection()

+ Set()