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...

NonCopyable

- + NonCopyable()
- + NonCopyable()
- + operator=()

+mCentroid
+mNormal

ConvexHullBuilder::Face

- + mConflictList
- + mFurthestPointDistanceSq
- + mRemoved

- + ~Face()
- + Initialize()
- + CalculateNormalAndCentroid()
- + IsFacing()

+mFirstEdge   +mFace

ConvexHullBuilder::Edge

- + mStartIdx

- + Edge()
- + GetPreviousEdge()

+mNeighbourEdge
+mNextEdge