

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...

Color
+ mU32
+ r
+ g
+ b
+ a
+ @2
+ r
+ g
+ b
+ a
+ sRed
+ sYellow
+ sPurple
+ sOrange
+ sWhite
+ Color()
+ Color()
+ operator=()
+ Color()
+ Color()
+ Color()
+ operator==()
+ operator!=()
+ GetUInt32()
+ operator>()()
+ operator>()()
+ ToVec4()
+ GetIntensity()
+ sGetDistinctColor()

+sBlack
 +sBlue
 +sCyan
 +sDarkBlue
 +sDarkGreen
 +sDarkOrange
 +sDarkRed
 +sGreen
 +sGrey
 +sLightGrey
 ...

DebugRendererRecorder ::TextBlob
+ mString
+ mHeight
+ TextBlob()
+ TextBlob()

+mPosition +mColor