```
RayCastT< RVec3, RMat44,
      RRayCast >
    mOrigin
    mDirection
    RayCastT()
+
    RayCastT()
+
    RayCastT()
+
+ Transformed()
+ Translated()
    GetPointOnRay()
+
      RRayCast
```

+ RRayCast()

+ operator RayCast()