

Vec4
<ul style="list-style-type: none"> + mValue + mF32 + @17
<ul style="list-style-type: none"> + Vec4() + Vec4() + operator=() + Vec4() + Vec4() + Vec4() + Vec4() + GetX() + GetY() + GetZ() and 52 more... + sZero() + sNaN() + sReplicate() + sLoadFloat4() + sLoadFloat4Aligned() + sGatherFloat4() + sMin() + sMax() + sEquals() + sLess() and 11 more...

+mValue



Quat
<ul style="list-style-type: none"> + GetAxisAngle() + GetEulerAngles() + operator*() + InverseRotate() + RotateAxisX() + RotateAxisY() + RotateAxisZ() + Dot() + Conjugated() + Inversed() and 8 more... + Quat() + Quat() + operator=() + Quat() + Quat() + operator==(()) + operator!=(()) + IsClose() + IsNormalized() + IsNaN() + GetX() + GetY() + GetZ() + GetW() + GetXYZ() + GetXYZW() + SetX() + SetY() + SetZ() + SetW() + Set() + LengthSq() + Length() + Normalized() + sRotation() + sFromTo() + sRandom() + sEulerAngles() + sLoadFloat3Unsafe() + sZero() + sIdentity() * Quat() * Quat() * operator=() * Quat() * Quat() * operator==(()) * operator!=(()) * IsClose() * IsNormalized() * IsNaN() * GetX() * GetY() * GetZ() * GetW() * GetXYZ() * GetXYZW() * SetX() * SetY() * SetZ() * SetW() * Set() * LengthSq() * Length() * Normalized() * operator+=(()) * operator-=(()) * operator*=(()) * operator/=(()) * operator-() * operator+() * operator-() * operator*() * operator*() * operator/() * operator* * sZero() * sIdentity()