```
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...
           +mRelativeAngularSurface
```

Velocity +mRelativeLinearSurface Velocity

ContactSettings + mCombinedFriction + mCombinedRestitution + mInvMassScale1 + mInvInertiaScale1 + mInvMassScale2 + mInvInertiaScale2 + mInvInertiaScale2