UVec4

+ mValue
+ mU32
+ @11

+ UVec4()
+ UVec4()
+ operator=()
+ UVec4()
+ UVec4()
+ operator==()
+ operator!=()
+ Swizzle()
+ GetX()
+ GetY()
  and 40 more...
+ sZero()
+ sReplicate()
+ sLoadInt()
+ sLoadInt4()
+ sLoadInt4Aligned()
+ sGatherInt4()
+ sMin()
+ sMax()
+ sEquals()
+ sSelect()
+ sOr()
+ sXor()
+ sAnd()
+ sNot()
+ sSort4True()