Vec4

+ mValue
+ mF32
+ @17
+ 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

+ 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()

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...

+mRotation   +mTranslation

SkeletalAnimation:: JointState

+   FromMatrix()
+   ToMatrix()