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()

+mActiveEdgeMovementDirection

Collide Settings Base

+ mActiveEdgeMode

and 13 more...

- + mCollectFacesMode
- + mCollisionTolerance
- + mPenetrationTolerance