	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
	+mMax
	+mMin
	\triangle
	AABox
QuadTree::NodeID	
	+ AABox()
+ NodeID()	+ AABox()
+ IsValid()	+ AABox()
+ IsBody()	+ AABox()
+ IsNode()	+ operator==()
+ GetBodyID()	+ operator!=()
+ GetNodeIndex()	+ SetEmpty()
+ operator==()	+ IsValid()
+ operator==()	+ Encapsulate()
+ sInvalid()	+ Encapsulate()
+ sFromBodyID()	and 24 more
+ sFromNodeIndex()	+ sFromTwoPoints()
\	+ sBiggest()
	/
+mLea	afID +mLeafBounds
	1

QuadTree::AddState