Vec3 + mValue + mF32 + @15+ sUnitSphere + Vec3() Plane + Vec3() + operator=() + Plane() + Vec3() + Plane() + Vec3() + Plane() + Vec3() + GetNormal() + Vec3() + SetNormal() + GetX() + GetConstant() + GetY() + SetConstant() + GetZ() + Offset() and 50 more... + GetTransformed() + sZero() + SignedDistance() + sNaN() + sFromPointAndNormal() + sAxisX() + sFromPointAndNormal() + sAxisY() + sFromPointsCCW() + sAxisZ() + sIntersectPlanes() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more... +mPosition +mPreviousPosition +mCollisionPlane +mVelocity SoftBodyVertex + mCollidingShapeIndex + mLargestPenetration + mInvMass