

Vec8

+ mValue

+ mF32

+ @19

+ Vec8()

+ Vec8()

+ Vec8()

+ Vec8()

+ operator[]()

+ operator[]()

+ operator*()

+ operator*()

+ operator+()

+ operator-()

and 8 more...

+ sZero()

+ sReplicate()

+ sSplatX()

+ sSplatY()

+ sSplatZ()

+ sFusedMultiplyAdd()

+ sSelect()

+ sMin()

+ sMax()

+ sLess()

+ sGreater()

+ sLoadFloat8()

+ sLoadFloat8Aligned()