

## 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...