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...

+mActiveEdgeMovementDirection

CollideSettingsBase

+ mActiveEdgeMode
+ mCollectFacesMode
+ mCollisionTolerance
+ mPenetrationTolerance

ShapeCastSettings

+ mBackFaceModeTriangles
+ mBackFaceModeConvex
+ mUseShrunkenShapeAndConvex
  Radius
+ mReturnDeepestPoint