```
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...
            +mDirection
             +mOrigin
RayCastT< Vec3, Mat44,
       RayCast >
 +
    RayCastT()
    RayCastT()
 +
    RayCastT()
 +
    Transformed()
 +
    Translated()
    GetPointOnRay()
 +
```

RayCast