

## Vector3Common

- + GetForwardSpeed()
- + GetAbsForwardSpeed()
- + GetDirectionFrom2Pos()
- + isZero()
- + onlyX()
- + onlyY()
- + onlyZ()
- + onlyXZ()
- + isZero()
- + isExceeding()
- + normalized()
- + clamped()
- + clampedTo()
- + relativeTo()