Crusher< ElementCrusher >	IEquatable< ElementCrusher >	ICrusherCopy< ElementCrusher >
	Photon.Compression.Element Crusher	A
	+ hideFieldName + defaultTransform + uniformAxes + local + enableTRSTypeSelector + enableLocalSelector	
	+ Cached_TotalBits + bounds + staticElementCrushers + defaultUncompressedElement Crusher + defaultUncompressedPosCrusher + defaultUncompressedSclCrusher	/
	+ defaultHalfFloatElementCrusher + defaultHalfFloatPosCrusher + defaultHalfFloatSclCrusher + reusableArray64 + TRSType + xcrusher + ycrusher	
	+ zcrusher + ucrusher + qcrusher + XCrusher + YCrusher + ZCrusher + UCrusher and 6 more	
	+ OnCrusherChange() + OnCrusherChange() + ApplyWorldCrusherSettings() + ApplyWorldCrusherSettings() + OnBeforeSerialize() + OnAfterDeserialize() + CacheValues() + ElementCrusher()	
	+ ElementCrusher() + ElementCrusher() and 74 more + GetStaticPositionCrusher() + GetStaticQuatCrusher() + CheckAgainstStatics() + operator==()	