```
Vec3t< float >
+ X
+ y
+ Z
+ Vec3t()
+ Vec3t()
+ Vec3t()
+ operator-()
+ dist2()
+ operator+=()
+ operator-=()
+ operator*=()
+ rotateX()
+ rotateY()
+ rotateZ()
+ rotate()
        +st
        +dir
     Ray
   + Ray()
   + Ray()
```