Vec3t< float >

+ x
+ y
+ z

+ Vec3t()
+ Vec3t()
+ Vec3t()
+ operator-()
+ dist2()
+ operator+=()
+ operator-=()
+ operator*=()
+ rotateX()
+ rotateY()
+ rotateZ()
+ rotate()

+translate

Surface

+ photonMap
+ material
- boxTree

+ Surface()
+ ~Surface()
+ init()
+ position()
+ derivativeU()
+ derivativeV()
+ xyzMinMax()
+ uIsCircular()
+ vIsCircular()
+ isLightSource()
+ findInter()
+ load()
# positionImpl()
# derivativeUImpl()
# derivativeVImpl()
# xyzMinMaxImpl()

+normal
+pos

+surf

SurfInterType

+ t
+ u
+ v

+ SurfInterType()
+ SurfInterType()