```
vec3
+
  e
+ vec3()
+ vec3()
+ x()
+ y()
+ z()
+ operator-()
+ operator[]()
+ operator[]()
+ operator+=()
+ operator*=()
+ operator/=()
+ length()
+ length_squared()
+ near zero()
+ random()
+ random()
           +dir
          orig+
        ray
    tm
  +
  + ray()
  + ray()
  + ray()
  + origin()
  + direction()
  + time()
  + at()
```