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Crack Serial Number Kart Racing Pro.exe For PC Full Version Serial Number Kart Racing Pro.exe With Crack Full VersionQ: How to organize a function to avoid creating many instances of the same class? I'm trying to create a function to sort an array by z-axis (if a first case was the z-axis, I'd like to be able to change it to y, x, w etc...). The function, as it is right now, works, and I'm sure it can be improved, but the only way I know to do it is this: bool vector3D::isSymetric(vector3D & v1, vector3D & v2) { if ((v1.getZ() == v2.getZ()) && (v1.getY() == v2.getY())) return true; else return false; } The thing is, in the main loop of my game, I have an infinite loop of events, and every time an event happens, I need to update the position of every object in the scene. I try to avoid creating a bunch of vector3D objects. I know that the problem I've created is a bad practice, and I'd like to have a way to resolve it. I could pass a pointer to the vector3D class to the isSymetric function, but this would solve the problem I'm trying to solve, I think. class vector3D { public: vector3D() { x = y = z = 0.0; } vector3D(float x, float y, float z) { this->setX(x); this->setY(y); this->setZ(z); } vector3D(const vector3D & v) { this->setX(v.getX()); this->setY(v.getY()); this->setZ(v.getZ()); } void setX(float x) { this->x = x; } void setY(float y) { this->y = y; } void setZ(float z) { this->z = z; } float getX()

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