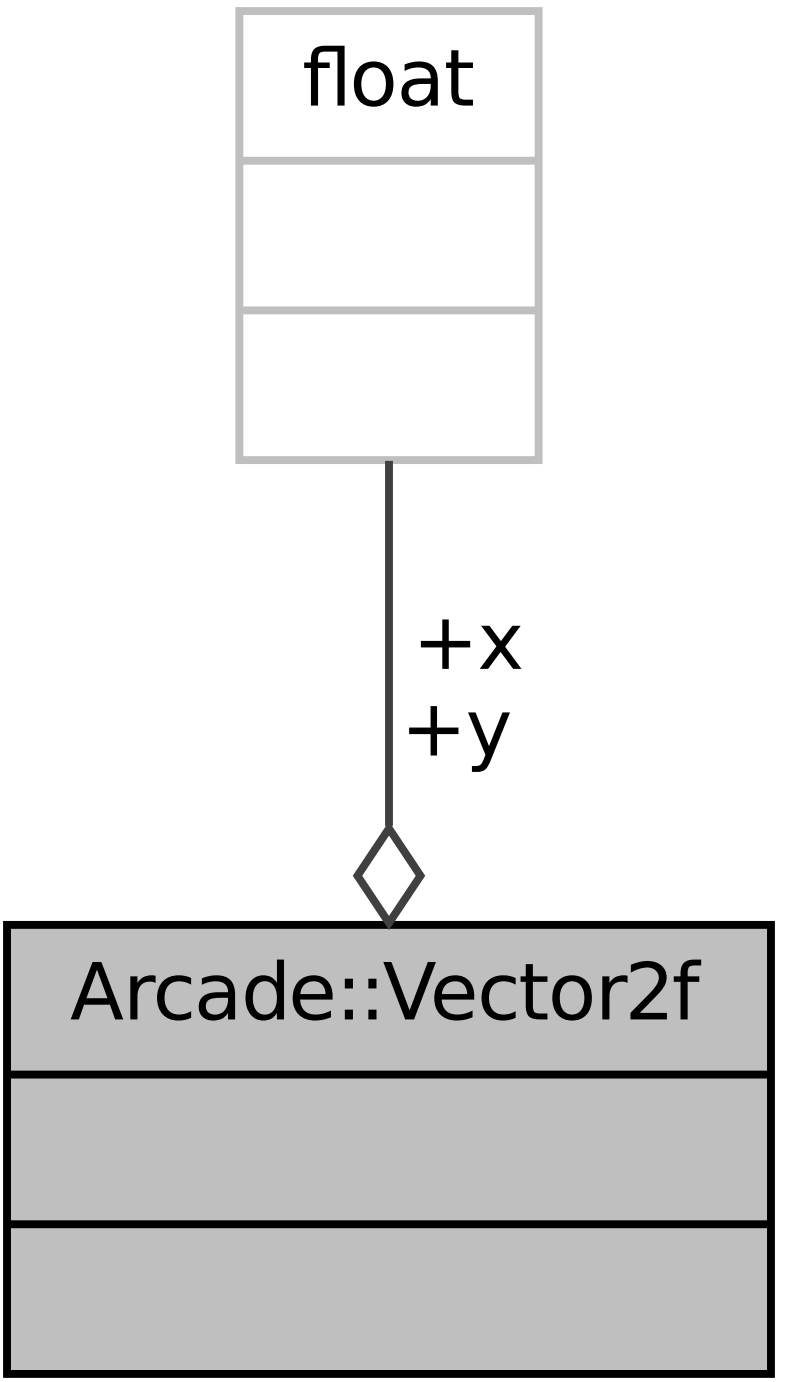
float
+x
+y
Arcade::Vector2f