

Abstrahierende Funktionen:

- `set: optional<Point> absoluteRelativePoint(vec, Point)`
- `set: optional<Point> relativeAbsolutePoint(vec, Point)`
- `Rect surroundingRectangle(vec<vpoint>, int defaultTop=0, int defaultLeft=0, int defaultRight=0, int defaultBottom=0)`
- `lowestDistance`

