```
{TwoDE::Vector2
ll+ Vector2()
+ Vector2()
+ Vector2()
+ dot()
+ getX()
+ getY()
+ setX()
+ setY()
+ normalized()
+ magnitude()
+ angle()
+ operator+=()
+ operator+=()
+ operator+()
+ operator+()
+ operator-()
+ operator*=()
        }
```

+offset
+position

```
{TwoDE::Input::ScrollEventInfo
ll}
```