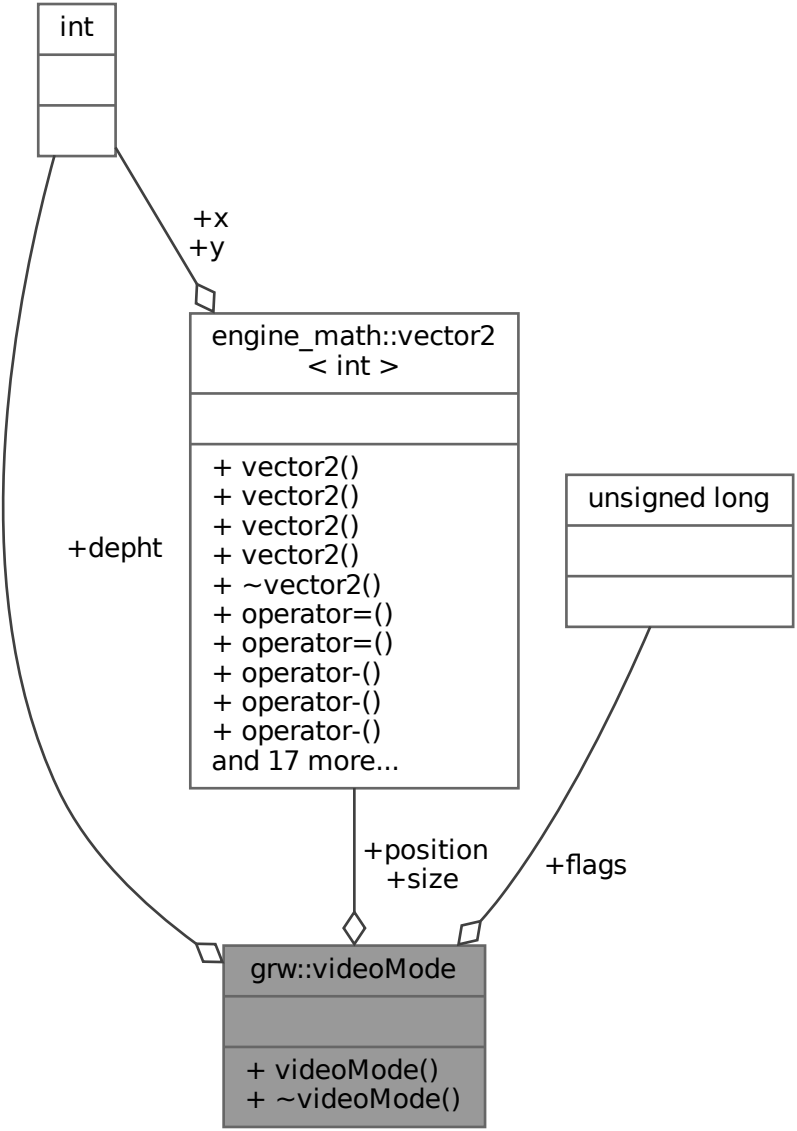
int
+x
+y
+depht
engine_math::vector2
< int >
+ vector2()
+ vector2()
+ vector2()
+ vector2()
+ ~vector2()
+ operator=()
+ operator=()
+ operator-()
+ operator-()
+ operator-()
and 17 more...
unsigned long
+position
+size
+flags
grw::videoMode
+ videoMode()
+ ~videoMode()