

## common::RandomTransformGenerator2D

- + RandomTransformGenerator2D()
- + SetTranslationRadiusBound()
- + GetTranslationRadiusBound()
- + SetRotationDegreeBound()
- + SetRotationRadianBound()
- + GetRotationDegreeBound()
- + SetCenterXYDegree()
- + SetCenterXYRadian()
- + Clear()
- + Generate()