```
IXMLSerializable
+ IXMLSerializable()
+ ~IXMLSerializable()
+ IXMLSerializable()
+ operator=()
+ operator<<()
+ operator<<()
RayLib::Vector2< T >
+ x
+ y
+ Vector2()
+ ~Vector2()
+ Vector2()
+ Vector2()
+ Vector2()
+ Vector2()
+ Vector2()
+ getVector2()
+ operator=()
+ operator+=()
and 6 more...
```