

## magica\_rogue::MRCappedValue

- float m\_value
  - float m\_minimum
  - float m\_maximum
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- + MRCappedValue(const float initialValue, const float minimumValue, const float maximumValue)
  - + float GetValue() const
  - + float Add(const float value)
  - + bool isMinimum() const
  - + bool isMaximum() const
  - + float GetRatio() const