

MinGL::setWindowSize

```
graph LR; A[MinGL::setWindowSize] --> B[nsGraphics::Vec2D::getX]; A --> C[nsGraphics::Vec2D::getY];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'MinGL::setWindowSize'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box on the right containing the text 'nsGraphics::Vec2D::getX'. The bottom arrow points to another white rectangular box on the right, directly below the first one, containing the text 'nsGraphics::Vec2D::getY'.

nsGraphics::Vec2D::getX

nsGraphics::Vec2D::getY