

MinGL::setWindowPosition

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

A diagram showing a function call. On the left, a grey rectangular box contains the text 'MinGL::setWindowPosition'. 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 containing the text 'nsGraphics::Vec2D::getY'.

nsGraphics::Vec2D::getX

nsGraphics::Vec2D::getY