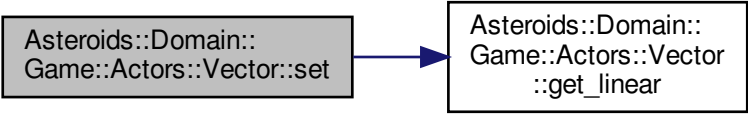


Asteroids::Domain::  
Game::Actors::Vector::set



```
graph LR; A["Asteroids::Domain::  
Game::Actors::Vector::set"] --> B["Asteroids::Domain::  
Game::Actors::Vector  
::get_linear"]
```

Asteroids::Domain::  
Game::Actors::Vector  
::get\_linear