

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

- r
- x
- y

- + Vector()
- + adjust()
- + get_linear()
- + get_rotated_linear()
- + get_rotational()
- + get_x()
- + get_y()
- + reset()
- + set()
- + update()
- + rotate_velocity()
- apply_limits()
- dampen()