

Vector2D< T >

+ x

+ y

+ Vector2D()

+ Vector2D()

+ Vector2D()

+ operator+()

+ operator+=()

+ operator-()

+ operator-=()

+ operator*()

+ operator*=()

+ operator/()

+ operator/=()

+ operator==()

+ operator!=()

+ operator=()

+ operator Gdiplus::Point()

+ operator Gdiplus::PointF()

+ operator Gdiplus::Size()

+ operator Gdiplus::SizeF()

+ operator POINT()