Vector2D< float > + 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()

SVGColor + r + g + b + a + SVGColor() + SVGColor() + SVGColor() + SVGColor() + operator=() + SVGColor() + fromHSL() + operator Gdiplus::Color() + output() + alpha()

Gradient

+ Gradient()
+ Gradient()
+ ~Gradient()
+ getType()
+ dbg()
+ setID()
+ getID()
+ setTransforms()
+ addTransforms()
+ setStops()
+ addStop()
+ getStops()

+ setUnits()

+ getUnits()

#position

#fillColor #strokeColor / #gradient

Element

strokeWidth

transformation

- + ~Element()
- + getTypeName()
- + dbg()
- + getBoundingBox()
- + setPosition()
- + setPosition()
- + getPosition()
 + setFillColor()
- + getFillColor()
- + setStrokeColor()
- + getStrokeColor()
- + setStrokeWidth()
- + getStrokeWidth()
- + addTransformation()
- + setTransformation()
- + getTransformation()
- + setGradient()
- + getGradient()
- + setParent() + getParent()
- # Element()
- # Element()
- # Element()
- # Element()

#parent

SVGPolyline

points

- # fillRule
- + SVGPolyline()
- + SVGPolyline()
- + SVGPolyline()
- + SVGPolyline()
- + getTypeName()
- + dbg()
- + getBoundingBox()
- + setPoints()
- + addPoints()
- + getPoints()
- + setFillRule()
 + getFillRule()