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()
+ addTransform()
+ getTransforms()
+ 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()

#parent

SVGLine

+ SVGLine()
+ SVGLine()
+ SVGLine()
+ getTypeName()
+ dbg()
+ getBoundingBox()
+ setEndPosition()
+ getEndPosition()
+ getSlope()
+ isIntersect()
+ getIntersected()