PathPoint

- + PathPoint()
- + PathPoint()
- + PathPoint()
- + ~PathPoint()
- + setCMD()
 - + getCMD() + setPos()
 - + getPos()
 - + output()
- + getPointType()
- + operator Vector2D< float >()



NormPathPoint

- + NormPathPoint()
- + NormPathPoint()
- + NormPathPoint() + output()
- + getPointType()