## Vector2D< float > + x + 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() +mousePosition

## +startPosition

## Camera

- + rotation
- + zoom
- + isDragging
- + zoomln()
- + zoomOut()
- + rotateClockWise()
- + rotateCounterClockWise()