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

+ QuadPathPoint()+ QuadPathPoint()+ QuadPathPoint()

+ setCen() + getCen() + output()

+ getPointType()