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

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

+ setUnits()

+ getUnits()

#position

#fillColor #gradient #strokeColor

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

SVGEllipse

- + SVGEllipse()
- + SVGEllipse()
- + getTypeName()
- + dbg()
- + getBoundingBox()
- + setRadii()
- + getRadii()

SVGCircle

- + SVGCircle()
- + SVGCircle()
- + getTypeName()
- + dbg()
- + getBoundingBox()