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

Gradient

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

+ getUnits()

#position

#fillColor #gradient #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

SVGEllipse

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