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

Gradient

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

+ setUnits()

+ getUnits()

#gradient

#position

#fillColor #strokeColor

Element

strokeWidth

transformation

+ ~Element()

+ getTypeName()

+ dbg()

+ getBoundingBox()

+ setPosition()

+ setPosition()

+ getPosition()

+ setFillColor()

+ getFillColor()

gen incolor()

+ setStrokeColor()

+ getStrokeColor()

+ setStrokeWidth()

+ getStrokeWidth()

+ addTransformation()

+ setTransformation()

+ getTransformation()

+ setGradient()

+ getGradient()

+ setParent()

+ getParent()

Element()
Element()

Element()

#parent