playrho::d2::UnitVec

+ UnitVec()
+ max_size()
+ size()
+ empty()
+ begin()
+ end()
+ cbegin()
+ cend()
+ crbegin()
+ crend()
  and 16 more...
+ GetRight()
+ GetTop()
+ GetLeft()
+ GetBottom()
+ GetZero()
+ GetTopRight()
+ GetBottomRight()
+ GetDefaultFallback()
+ Get()
+ Get()