playrho::Vector< Length >	
+	elements
+	Vector()
+	Vector()
+	max_size()
+	size()
+	empty()
+	begin()
+	begin()
+	end()
+	end()
+	cbegin()
	and 13 more

## 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()

+p / +q

+ Get() + Get()

playrho::d2::Transformation