

Angle

-degrees: number

+zero: Angle

+fullCircle: Angle

+rightAngle: Angle

+fromDeg(degrees: number): Angle

+fromRad(radians: number): Angle

+deg(): number

+rad(): number

+normalized(): Angle

+negate(): Angle

+toLeftHandedSystem(): Angle

+isInRangeInclusive(rangeFrom: Angle, rangeTo: Angle): boolean