

Vector2

+x: number
+y: number
+zero: Vector2
+left: Vector2
+up: Vector2
+right: Vector2
+down: Vector2

+add(other: Vector2): Vector2
+multiply(other: Vector2): Vector2
+subtract(other: Vector2): Vector2
+negate(): Vector2
+distanceTo(other: Vector2): number
+normalize(): Vector2
+length(): number
+crossProductMagnitude(other: Vector2): number
+equals(other: Vector2): boolean
+angle(): Angle
+toString(): string
+rotate(angle: Angle): Vector2
+fromLengthAndAngle(length: number, angle: Angle): Vector2