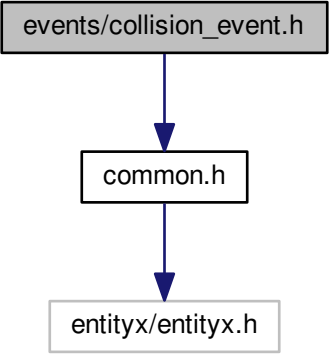


events/collision_event.h



```
graph TD; A[events/collision_event.h] --> B[common.h]; B --> C[entityx/entityx.h];
```

common.h

entityx/entityx.h