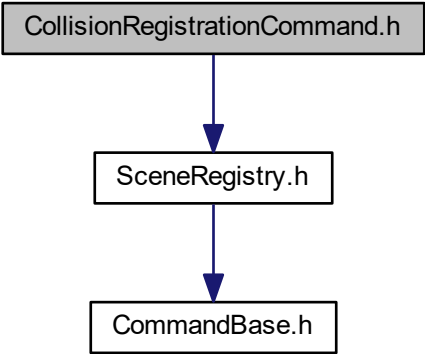


CollisionRegistrationCommand.h



```
graph TD; A[CollisionRegistrationCommand.h] --> B[SceneRegistry.h]; B --> C[CommandBase.h];
```

SceneRegistry.h

CommandBase.h