

collision



```
graph LR; collision[collision] --> SceneNode[SceneNode::getBoundingRect]
```

A diagram showing a call from a box labeled 'collision' to a box labeled 'SceneNode::getBoundingRect'. A blue arrow points from the right side of the 'collision' box to the left side of the 'SceneNode::getBoundingRect' box.

SceneNode::getBoundingRect