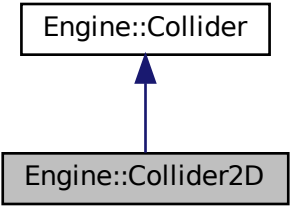


Engine::Collider



```
classDiagram
    class Engine_Collider2D["Engine::Collider2D"]
    class Engine_Collider["Engine::Collider"]
    Engine_Collider2D --|> Engine_Collider
```

The diagram illustrates a class hierarchy. At the bottom is a gray-shaded box labeled "Engine::Collider2D". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white box labeled "Engine::Collider" at the top. Both boxes have a black border.

Engine::Collider2D