

e2XD::framework::IGameConfig



```
graph BT; A[e2XD::framework::DefaultGameConfig] --> B[e2XD::framework::IGameConfig];
```

The diagram illustrates an inheritance relationship. A light gray box at the bottom represents the base class, e2XD::framework::DefaultGameConfig. A blue arrow points upwards from this box to a white box at the top, which represents the derived class, e2XD::framework::IGameConfig. This indicates that DefaultGameConfig inherits from IGameConfig.

e2XD::framework::Default
GameConfig