

e2XD::framework::ICollisionBody

```
graph BT; A[e2XD::std_addon::CollisionRect2D] --> B[e2XD::framework::CollisionBody2D]; B --> C[e2XD::framework::ICollisionBody];
```

e2XD::framework::Collision  
Body2D

e2XD::std\_addon::Collision  
Rect2D