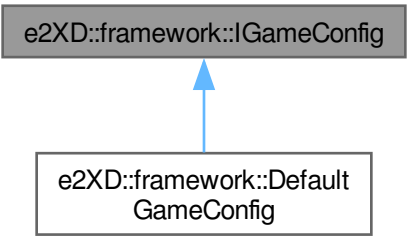


e2XD::framework::IGameConfig



```
classDiagram
    class IGameConfig["e2XD::framework::IGameConfig"]
    class DefaultGameConfig["e2XD::framework::DefaultGameConfig"]
    DefaultGameConfig --|> IGameConfig
```

e2XD::framework::Default
GameConfig