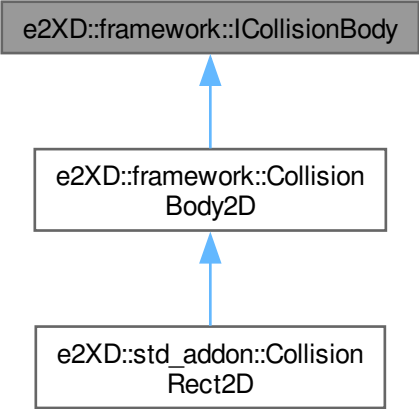


e2XD::framework::ICollisionBody



e2XD::framework::Collision  
Body2D

e2XD::std\_addon::Collision  
Rect2D