

e2XD::framework::IGameConfig



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

A UML class diagram illustrating inheritance. A light gray box at the bottom represents the class `e2XD::framework::DefaultGameConfig`. A blue arrow points upwards from this box to a white box at the top, which represents the interface `e2XD::framework::IGameConfig`. The arrow indicates that `DefaultGameConfig` inherits from or implements `IGameConfig`.

e2XD::framework::Default
GameConfig