

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, and a white box at the top represents the derived class. A blue arrow points from the base class to the derived class, indicating that the base class inherits from or implements the derived class's interface.

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GameConfig