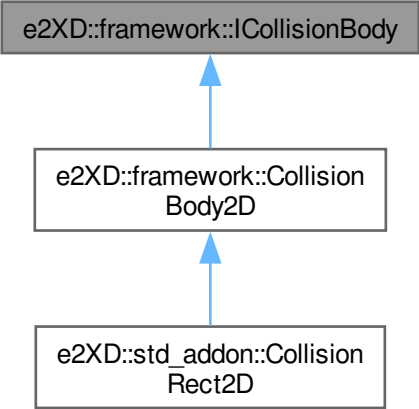


e2XD::framework::ICollisionBody



e2XD::framework::Collision
Body2D

e2XD::std_addon::Collision
Rect2D