

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, labeled 'e2XD::framework::DefaultGameConfig', has a blue arrow pointing upwards to a white box at the top, labeled 'e2XD::framework::IGameConfig'. This indicates that 'DefaultGameConfig' inherits from 'IGameConfig'.

e2XD::framework::Default  
GameConfig