

engine/framework/include
/2XD2/framework/collisions
/CollisionBody2D.h

```
graph BT; A["addons/std-addon/include /2XD2/std_addon/nodes/Collision Rect2D.h"] --> C["engine/framework/include /2XD2/framework/collisions /CollisionBody2D.h"]; B["engine/framework/src /collisions/CollisionBody2D.cpp"] --> C;
```

addons/std-addon/include
/2XD2/std_addon/nodes/Collision
Rect2D.h

engine/framework/src
/collisions/CollisionBody2D.cpp