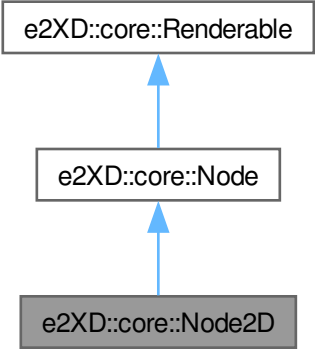


e2XD::core::Renderable



```
graph BT; Node2D[e2XD::core::Node2D] --> Node[e2XD::core::Node]; Node --> Renderable[e2XD::core::Renderable];
```

e2XD::core::Node

e2XD::core::Node2D