```
engine::TRect< int >
 + TRect()
 + TRect()
 + TRect()
 + TRect()
 + operator=()
 + aetLeft()
 + getTop()
 + getWidth()
 + getHeight()
 + getAll()
 and 14 more...
             #m aabb
  engine::CCollidable
 + CCollidable()
 + CCollidable()
 + ~CCollidable()
 + getLeft()
 + getTop()
 + getWidth()
 + getHeight()
 + getAll()
 + getRect()
 + getPosition()
 + getCenter()
 + print()
 + isCollision()
 + collision_active()
 + collision passive()
 GameElement static
+ GameElement static()
+ render()
```