```
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()
+ aetPosition()
+ getCenter()
+ print()
+ isCollision()
+ collision active()
+ collision passive()
```