```
engine::TRect< int >

+ TRect()
+ TRect()
+ TRect()
+ TRect()
+ operator=()
+ getLeft()
+ 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()
```

```
engine::SSideBlocked

+ left
+ right
+ up
+ down
```

#isSideBlocked

```
engine::CMovable

# velosity_x
# velosity_y

+ CMovable()
+ ~CMovable()
+ setLeft()
+ setTop()
+ setWidth()
+ setHeight()
+ setAll()
+ setPosition()
+ moveLeft()
+ moveTop()
and 22 more...
```

```
GameElement_movable

+ GameElement_movable()
+ render()
```