```
engine::TRect< int >
+ TRect()
+ TRect()
+ TRect()
+ TRect()
+ operator=()
+ getLeft()
+ getTop()
+ getWidth()
+ getHeight()
+ getAll()
and 14 more...
           #m_aabb
engine::CCollidable
+ CCollidable()
+ CCollidable()
+ ~CCollidable()
                             engine::SSideBlocked
+ getLeft()
                             + left
+ getTop()
                             + right
+ getWidth()
                             + up
+ getHeight()
                             + down
+ getAll()
+ getRect()
+ getPosition()
+ getCenter()
+ print()
+ isCollision()
+ collision_active()
+ collision_passive()
                                      #isSideBlocked
                        engine::CMovable
                        # velosity_x
                        # velosity y
                        + CMovable()
                        + ~CMovable()
                        + setLeft()
                        + setTop()
                        + setWidth()
                        + setHeight()
                        + setAll()
                        + setPosition()
                        + moveLeft()
                        + moveTop()
                        and 22 more...
```