```
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()
  and 7 more...
 GameElement static
+ GameElement static()
+ render()
```