```
engine::TRect< int >
+ TRect()
+ TRect()
+ TRect()
+ TRect()
+ operator=()
+ getLeft()
+ getTop()
+ getWidth()
+ getHeight()
+ getAll()
and 14 more...
           #m_aabb
engine::CCollidable
+ CCollidable()
                             engine::SSideBlocked
+ CCollidable()
                             + left
+ ~CCollidable()
                             + right
+ getLeft()
+ getTop()
                             + up
                             + down
+ getWidth()
+ getHeight()
+ getAll()
+ getRect()
+ getPosition()
and 7 more...
                                      #isSideBlocked
                        engine::CMovable
                       # velosity_x
                       # velosity_
                        + CMovable()
                        + ~CMovable()
                        + setLeft()
                        + setTop()
                        + setWidth()
                        + setHeight()
                        + setAll()
                        + setPosition()
                        + moveLeft()
                        + moveTop()
                        and 25 more...
                     engine::CGravityBased
                     # m_gravityTimer
# m_falling
                     + CGravityBased()
                     + ~CGravityBased()
                     + getSeconds()
                     + getMilliseconds()
                     + getMicroseconds()
                     + restartGravityClock()
                     + isFalling()
                     + setFalling()
                     + collision_active()
                     + collision_active()
                     + collision_active()
                     + print()
```