```
engine::CCollidable
# m aabb
+ CCollidable()
+ CCollidable()
+ ~CCollidable()
+ getLeft()
+ aetTop()
+ getWidth()
+ getHeight()
+ getAll()
+ getRect()
+ getPosition()
+ getCenter()
+ print()
+ isCollision()
+ collision active()
+ collision passive()
GameElement static
```

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+ GameElement_static() + render()