

phys::ActorBase

```
classDiagram
    class ActorBase["phys::ActorBase"]
    class ActorRigid["phys::ActorRigid"]
    class ActorSoft["phys::ActorSoft"]
    ActorRigid --|> ActorBase
    ActorSoft --|> ActorBase
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'phys::ActorBase'. Below it are two boxes: 'phys::ActorRigid' on the left and 'phys::ActorSoft' on the right. A horizontal line connects the bottom of these two boxes, and a vertical arrow points from the center of this line up to the bottom of the 'phys::ActorBase' box, indicating that both ActorRigid and ActorSoft inherit from ActorBase.

phys::ActorRigid

phys::ActorSoft