

phys::ActorBase

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

phys::ActorRigid

phys::ActorSoft

phys::ActorTerrain