

phys::*Attachable*

```
graph BT; Camera[phys::Camera] --- HierarchyLine; Light[phys::Light] --- HierarchyLine; ParticleEffect[phys::ParticleEffect] --- HierarchyLine; HierarchyLine --> Attachable[phys::Attachable];
```

phys::*Camera*

phys::*Light*

phys::*ParticleEffect*