

phys::*Attachable*

```
graph BT; Camera[phys::Camera] --- Line1[ ]; Light[phys::Light] --> Attachable[phys::Attachable]; ParticleEffect[phys::ParticleEffect] --- Line1; Line1 --- Attachable;
```

phys::*Camera*

phys::*Light*

phys::*ParticleEffect*