

`phys::ActorBase`

```
graph BT; AR[phys::ActorRigid] --> AB[phys::ActorBase]; AS[phys::ActorSoft] --> AB;
```

The diagram illustrates a class hierarchy. At the top is a box labeled `phys::ActorBase`. Below it, two boxes labeled `phys::ActorRigid` and `phys::ActorSoft` are positioned side-by-side. A horizontal line connects the bottom of these two boxes, and a vertical arrow points upwards from the center of this line to the bottom of the `phys::ActorBase` box, indicating that both `phys::ActorRigid` and `phys::ActorSoft` inherit from `phys::ActorBase`.

`phys::ActorRigid`

`phys::ActorSoft`