

phys::*Attachable*

```
classDiagram
    class Attachable["phys::Attachable"]
    class Camera["phys::Camera"]
    class Light["phys::Light"]
    class ParticleEffect["phys::ParticleEffect"]
    Attachable <|-- Camera
    Attachable <|-- Light
    Attachable <|-- ParticleEffect
```

phys::Camera

phys::Light

phys::ParticleEffect