

`phys::ActorBase`

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

A UML class diagram illustrating inheritance. At the top is a box labeled `phys::ActorBase`. Below it are two boxes: `phys::ActorRigid` on the left and `phys::ActorSoft` on the right. A horizontal line connects the bottom of these two boxes, and a vertical arrow points from the center of this line up to the bottom of the `phys::ActorBase` box, indicating that both `ActorRigid` and `ActorSoft` inherit from `ActorBase`.

`phys::ActorRigid`

`phys::ActorSoft`