

phys::ActorBase

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

A UML class diagram illustrating inheritance. At the top is a box labeled 'phys::ActorBase'. Below it are three boxes: 'phys::ActorRigid' on the left, 'phys::ActorSoft' in the center, and 'phys::ActorTerrain' on the right. A horizontal line connects the three bottom boxes. From the center of this line, a vertical arrow points upwards to the bottom of the 'phys::ActorBase' box, indicating that ActorRigid, ActorSoft, and ActorTerrain all inherit from ActorBase.

phys::ActorRigid

phys::ActorSoft

phys::ActorTerrain