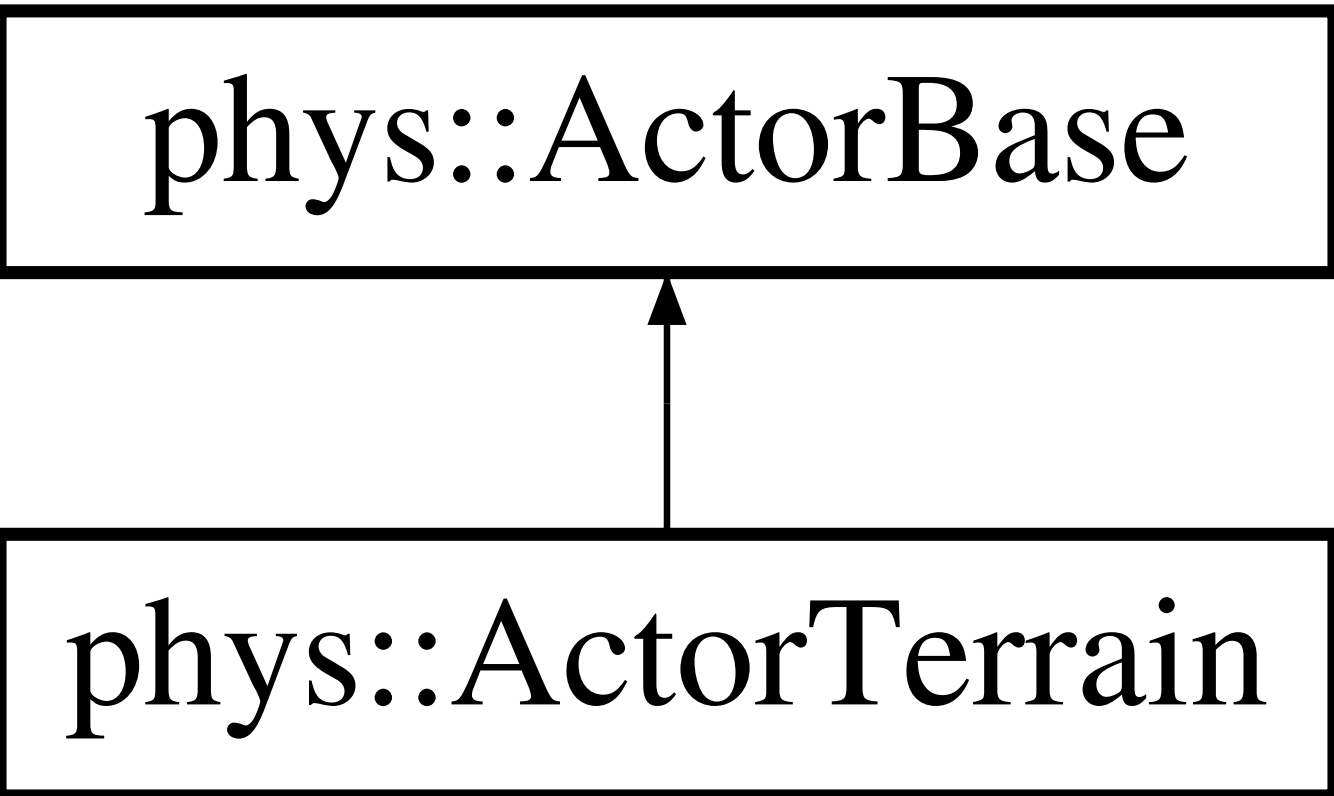
phys::ActorBase
phys::ActorTerrain