

`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
```

The diagram illustrates a class hierarchy. At the top is the base class `phys::ActorBase`. Below it are three derived classes: `phys::ActorRigid`, `phys::ActorSoft`, and `phys::ActorTerrain`. A horizontal line connects the three derived classes, and a vertical arrow points from the center of this line up to the base class, indicating that all three inherit from `phys::ActorBase`.

`phys::ActorRigid`

`phys::ActorSoft`

`phys::ActorTerrain`