

phys::*Attachable*

```
classDiagram
    class phys_Attachable["phys::Attachable"]
    class phys_Camera["phys::Camera"]
    class phys_Light["phys::Light"]
    class phys_ParticleEffect["phys::ParticleEffect"]
    phys_Camera --|> phys_Attachable
    phys_Light --|> phys_Attachable
    phys_ParticleEffect --|> phys_Attachable
```

phys::Camera

phys::Light

phys::ParticleEffect