```
FUObject
   |
FUTrackable
   |
FUParameterizable
   |
   +----------+------------------------+----------------------------+--------------------------------------+------------------+
FCDEAttribute   FCDEffectParameterAnnotation   FCDMaterialInstanceBind   FCDMaterialInstanceBindVertexInput   FCDObject
```

FCDObject subclasses:

- FCDAnimated
- FCDAnimationChannel
- FCDAnimationCurve
- FCDAnimationMultiCurve
- FCDAsset
- FCDAssetContributor
- FCDEffectCode
- FCDEffectParameter
- FCDEffectPass
- FCDEffectPassBind
- FCDEffectPassShader
- FCDEffectPassState
- FCDEffectProfile
- FCDEffectTechnique
- FCDENode
- FCDEntityInstance
- FCDEntityReference
- FCDEType
- FCDExternalReferenceManager
- FCDExtra
- FCDGeometryMesh
- FCDGeometryPolygons
- FCDGeometryPolygonsInput
- FCDGeometrySpline
- FCDLibrary< T >
- FCDMorphController
- FCDMorphTarget
- FCDObjectWithId
- FCDocument
- FCDPhysicsRigidBodyParameters
- FCDPhysicsShape
- FCDPlaceHolder
- FCDScene
- FCDSkinController
- FCDSpline
- FCDTexture
- FCDTransform
- FCTestOutsideParameter