

Arcade::IObject



The diagram illustrates an inheritance relationship between two classes. At the top, the text 'Arcade::IObject' is enclosed in a dashed rectangular box. Below it, the text 'Arcade::AObject' is enclosed in a solid rectangular box. A vertical arrow points from the top of the 'Arcade::AObject' box to the bottom of the 'Arcade::IObject' box, indicating that 'Arcade::AObject' inherits from 'Arcade::IObject'.

Arcade::AObject