

base\_engine::Actor



```
classDiagram
    class Actor["base_engine::Actor"]
    class InputActor["base_engine::InputActor"]
    InputActor --|> Actor
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "base\_engine::Actor". Below it is a gray rectangular box with a black border containing the text "base\_engine::InputActor". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that InputActor inherits from Actor.

base\_engine::InputActor