```
ph::IMoveOnly

    ph::TSdlBruteForceFieldSet< ph::TSdlOwnedField< MethodStruct > >

    ph::TSdlBruteForceFieldSet< TSdlOwnedField< Owner > >

    ph::TSdlBruteForceFieldSet< ph::TSdlOwnedField< StructType > >

    ph::CoreCookedUnit

    ph::Film

    ph::FrameProcessingPipeline

    ph::FrameProcessor

    ph::InitiallyPausedThread

    ph::MemoryArena

    ph::ReceiverSamplingWork

    ph::SurfaceTracer

    ph::TSdlBruteForceFieldSet< BaseFieldType, MAX_FIELDS >

    ph::TUniquePtrVector< BaseType >

    ph::VisualWorld

    ph::mipmapgen
```