```
ph::SdlField
    │
ph::TSdlOwnedField< Owner >
    │
    ├────────── ph::TSdlAbstractValue< bool, Owner >
    │
    ├────────── ph::TSdlAbstractValue< EnumType, Owner >
    │
    ├────────── ph::TSdlAbstractValue< integer, Owner >
    │
    ├────────── ph::TSdlAbstractValue< Path, Owner >
    │
    ├────────── ph::TSdlAbstractValue< math::TQuaternion< real >, Owner >
    │
    ├────────── ph::TSdlAbstractValue< real, Owner >
    │
    ├────────── ph::TSdlAbstractValue< std::vector< real >, Owner >
    │
    ├────────── ph::TSdlAbstractValue< ResourceIdentifier, Owner >
    │
    ├────────── ph::TSdlAbstractValue< math::Spectrum, Owner >
    │
    ├────────── ph::TSdlAbstractValue< std::string, Owner >
    │
    ├────────── ph::TSdlAbstractValue< math::TVector2< Element >, Owner >
    │
    ├────────── ph::TSdlAbstractValue< math::TVector3< real >, Owner >
    │
    ├────────── ph::TSdlAbstractValue< math::TVector4< real >, Owner >
    │
    ├────────── ph::TSdlAbstractValue< T, Owner >
    │
    ├────────── ph::TSdlReference< T, Owner >
    │
    ├────────── ph::TSdlReferenceArray< T, Owner >
    │
    └────────── ph::TSdlStructArray< Struct, Owner >
```