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