```
osea::ofreq::oFreqCore
+ logStd
+ logErr
+ logMon
# SLASH
# GRAVITY
#PI
+ oFreqCore()
+ ~oFregCore()
  osea::ofreq::Body
+ Body()
+ ~Body()
+ operator==()
+ setBodyName()
+ refBodyName()
+ refHydroBodName()
+ setHvdroBodName()
+ getHydroBodName()
+ setHeading()
+ getHeading()
and 64 more...
```