```
osea::ofreq::oFreqCore
 + logStd
 + logErr
 + logMon
# SLASH
# GRAVITY
#PI
+ oFreqCore()
 + ~oFregCore()
 osea::ofreq::matBody
+ matBody()
+ ~matBody()
+ setId()
+ getId()
+ setModelId()
+ getModelId()
+ refMass()
+ getForceReact mass()
+ listForceReact user()
+ listForceReact user()
and 10 more...
```