

CollectorType

```
classDiagram
    class CollectorType {
    }
    class ClosestHitCollisionCollector {
        +mHit
        +Reset()
        +AddHit()
        +HadHit()
    }
    ClosestHitCollisionCollector --|> CollectorType
```

The diagram shows a class hierarchy. At the top is the 'CollectorType' class, represented by a rectangle with three horizontal compartments. The top compartment contains the name 'CollectorType', and the two lower compartments are empty. Below this is the 'ClosestHitCollisionCollector' class, represented by a shaded rectangle with four horizontal compartments. The top compartment contains the name 'ClosestHitCollisionCollector' followed by '< CollectorType >'. The three lower compartments each contain a '+' sign followed by a member name: 'mHit', 'Reset()', 'AddHit()', and 'HadHit()'. A blue arrow with an open triangular head points from the top of the 'ClosestHitCollisionCollector' class to the bottom of the 'CollectorType' class, indicating inheritance.

ClosestHitCollisionCollector  
< CollectorType >

+ mHit

+ Reset()

+ AddHit()

+ HadHit()