

btCollisionObject



```
graph BT; btSoftBody --> btCollisionObject
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a thin gray border containing the text 'btCollisionObject'. Below it is a gray rectangular box with a thin black border containing the text 'btSoftBody'. A solid blue arrow points vertically from the top center of the 'btSoftBody' box to the bottom center of the 'btCollisionObject' box, indicating that 'btSoftBody' inherits from or is a specialization of 'btCollisionObject'.

btSoftBody