

Mezzanine::WorldObject

```
graph BT; ActorSoft[Mezzanine::ActorSoft] --> ActorBase[Mezzanine::ActorBase]; ActorBase --> NonStaticWorldObject[Mezzanine::NonStaticWorldObject]; NonStaticWorldObject --> WorldObject[Mezzanine::WorldObject];
```

Mezzanine::NonStaticWorldObject

Mezzanine::ActorBase

Mezzanine::ActorSoft