

Mezzanine::WorldObjectPhysicsSettings



```
graph BT; A[Mezzanine::WorldObjectPhysicsSettings] <-- B[Mezzanine::NonTriggerPhysicsSettings]; B <-- C[Mezzanine::ActorBasePhysicsSettings]; C <-- D[Mezzanine::ActorRigidPhysicsSettings];
```

Mezzanine::NonTriggerPhysicsSettings

Mezzanine::ActorBasePhysicsSettings

Mezzanine::ActorRigidPhysicsSettings