

Mezzanine::WorldObjectPhysicsSettings



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

Mezzanine::ActorBasePhysicsSettings

Mezzanine::ActorRigidPhysicsSettings