

Mezzanine::WorldObjectPhysicsSettings

```
classDiagram
    class MezzanineWorldObjectPhysicsSettings["Mezzanine::WorldObjectPhysicsSettings"]
    class MezzanineActorBasePhysicsSettings["Mezzanine::ActorBasePhysicsSettings"]
    class MezzanineActorRigidPhysicsSettings["Mezzanine::ActorRigidPhysicsSettings"]
    class MezzanineActorSoftPhysicsSettings["Mezzanine::ActorSoftPhysicsSettings"]
    MezzanineWorldObjectPhysicsSettings <|-- MezzanineActorBasePhysicsSettings
    MezzanineActorBasePhysicsSettings <|-- MezzanineActorRigidPhysicsSettings
    MezzanineActorBasePhysicsSettings <|-- MezzanineActorSoftPhysicsSettings
```

Mezzanine::ActorBasePhysicsSettings

Mezzanine::ActorRigidPhysicsSettings

Mezzanine::ActorSoftPhysicsSettings