

Mezzanine::WorldObject

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

Mezzanine::ActorBase

Mezzanine::ActorRigid

Mezzanine::ActorSoft