

Mezzanine::WorldObjectPhysicsSettings



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

Mezzanine::NonTriggerPhysicsSettings

Mezzanine::ActorBasePhysicsSettings

Mezzanine::ActorSoftPhysicsSettings