# Environment Props

**Class**: Prop, WorldBorder, Tree, Rock, LongRock, BoulderRock, CraigRock, ThinTree, SmallTree, BigTree, PineTree, SmallBush, BigBush, SpikeyBush, ThinTreeStump, SmallTreeStump, BigTreeStump

**Name Space**: Game Objects

**Description**: Almost all props are inherited from



