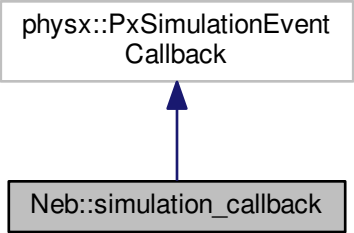


physx::PxSimulationEvent
Callback



```
graph BT; A[Neb::simulation_callback] --> B[physx::PxSimulationEvent Callback];
```

Neb::simulation_callback