

- + ~PhysicsEngineModule() + getComputationInterface()
- + enable()
- + isEnabled()
- # PhysicsEngineModule()

r3::RigidBodyWorld

+ ~RigidBodyWorld() + setComputationInterface()

+ RigidBodyWorld()

- + getComputationInterface()
- + addRigidBody() + removeRigidBody()
- + getRigidBodies()
- + getRigidBodies() + getForceRegistry()
- + getForceRegistry()