```
r3::CollisionObject
# m_collisionPrimitive
# m_transform
```

- + ~CollisionObject()
- + setCollisionPrimitive()
- + getCollisionPrimitive()+ getTransform()
- + getTransform() # CollisionObject()
 - <u>Д</u>

r3::RigidBody

```
# m_physicsMaterial
# m_collisionMask
# m_collisionCallback
# m_mass
# m_inverseMass
# m_linearDamping
# m_angularDamping
# m_velocity
# m_acceleration
```

m_lastFrameAcceleration

- and 10 more...
 + RigidBody()
- + RigidBody()
- + ~RigidBody()
- + init()
- + calculateDerivedData()
- + setInertiaTensor()
 + getInverseTensor()
- + getiliverse relisor(
- + setMass()
- + getMass()
- + setInverseMass() and 48 more...
- # calculateTransformationMatrix()
- # transformInertiaTensor()