```
rum::PhysicsEngineModule

# m_enabled

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

```
+ ParticleWorld()
+ ~ParticleWorld()
+ setComputationInterface()
+ getComputationInterface()
+ registerParticle()
```

+ unregisterParticle() + unregisterAllParticles() + getParticleForceRegistry()

+ getParticleForceRegistry()
+ getParticles()
+ getParticles()

+ getContactGeneratorRegistry() + getContactGeneratorRegistry()