rum::PhysicsEngineModule

m enabled

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

rum::ParticleWorld

- + ParticleWorld()
- + ~ParticleWorld()
- + setComputationInterface()
- + getComputationInterface()
- + registerParticle()
- + unregisterParticle()
- + unregisterAllParticles()
- + getParticleForceRegistry()
- + getParticleForceRegistry()
- + getParticles()
- + getParticles()
- + getContactGeneratorRegistry()
- + getContactGeneratorRegistry()

rum::RigidBodyWorld

- + RigidBodyWorld()
- + ~RigidBodyWorld()
- + setComputationInterface()
- + getComputationInterface()
- + registerRigidBody()
- + unregisterRigidBody()
- + unregisterAllRigidBodies()
- + getRigidBodies()
- + getRigidBodies()
- + getForceRegistry()
- + getForceRegistry()