rum::PhysicsEngineModule
m_enabled
+ ~PhysicsEngineModule() + OnBegin() + OnEnd() + Step() + Integrate() + Reset() + Enable() + IsEnabled() # PhysicsEngineModule()

rum::ParticleWorld
+ ParticleWorld() + ~ParticleWorld() + OnBegin() + Reset() + Step() + Integrate() + AddParticle() + RemoveParticle() + RemoveAllParticles() + AddContactGenerator() + RemoveContactGenerator() + RemoveAllContactGenerators() + GetParticleForceRegistry()