```
rum::CollisionObject
    # m collisionPrimitive
    + ~CollisionObject()
    + setCollisionPrimitive()
    + getCollisionPrimitive()
    # CollisionObject()
        rum::RigidBody
# m inverseMass
# m linearDamping
# m angularDamping
# m centerOfMass
# m orientation
# m velocity
# m acceleration
# m_lastFrameAcceleration
# m rotation
# m_transformationMatrix
# m inverselnertiaTensor
# m inverselnertiaTensorWorld
# m forceAccumulated
# m torqueAccumulated
# m dead
+ RigidBody()
+ ~RiaidBodv()
+ calculateDerivedData()
+ setInertiaTensor()
+ getInverseTensor()
+ setMass()
+ getMass()
+ setInverseMass()
+ getInverseMass()
+ hasFiniteMass()
and 37 more...
# calculateTransformationMatrix()
# transformInertiaTensor()
```