```
r3::PhysicsEngineModule

# m_enabled

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

A

r3::ParticleWorld
```

```
+ ParticleWorld()
+ ~ParticleWorld()
```

- + setComputationInterface() + getComputationInterface()
- + createParticle() + destrovParticle()
- + destroyAllParticles() + getParticleForceRegistry()
- + getParticleForceRegistry() + getParticles()
- + getParticles()
- + getContactGeneratorRegistry()
  + getContactGeneratorRegistry()