```
r3::PhysicsEngineModule
# m enabled
+ ~PhysicsEngineModule()
+ getComputationInterface()
+ enable()
+ isEnabled()
# PhysicsEngineModule()
    r3::RigidBodyWorld
+ RigidBodyWorld()
+ ~RigidBodyWorld()
+ setComputationInterface()
+ getComputationInterface()
+ addRigidBody()
+ removeRigidBody()
+ getRigidBodies()
+ getRigidBodies()
+ getForceRegistry()
+ getForceRegistry()
```