```
r3::PhysicsEngineModule

# m_enabled

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

+ ParticleWorld()

r3··ParticleWorld

- + ~ParticleWorld()
 + setComputationInterface()
 + getComputationInterface()
 + addParticle()
- + removeParticle() + getParticleForceRegistry()
- + getParticleForceRegistry() + getParticles()
- + getParticles()
- + getContactGeneratorRegistry()+ getContactGeneratorRegistry()