```
rum::PhysicsEngineModule
# m enabled
+ ~PhysicsEngineModule()
+ getComputationInterface()
+ enable()
+ isEnabled()
# PhysicsEngineModule()
   rum::RigidBodyWorld
+ RiaidBodvWorld()
+ ~RigidBodyWorld()
+ setComputationInterface()
+ getComputationInterface()
+ registerRigidBody()
+ unregisterRigidBody()
+ unregisterAllRigidBodies()
+ getRigidBodies()
+ getRigidBodies()
+ getForceRegistry()
+ getForceRegistry()
```