



# Rumble3D User Manual

EVELIN Project



# Inhaltsverzeichnis

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>First steps</b>	<b>2</b>
<b>3</b>	<b>Collisions</b>	<b>3</b>
3.1	Broad phase . . . . .	3
3.2	Narrow phase . . . . .	3
3.2.1	Collision Algorithms . . . . .	3
3.3	Collision resolution . . . . .	3

Introduction

1

## First steps

# 2

## Collisions

# 3

One major part of this physics engine is the detection and resolution of collisions between rigid bodies.

### 3.1 Broad phase

### 3.2 Narrow phase

#### 3.2.1 Collision Algorithms

	<b>Box</b>	<b>Sphere</b>	<b>Plane</b>
<b>Box</b>	Box-Box	Box-Sphere	Box-Plane
<b>Sphere</b>	Sphere-Box	Sphere-Sphere	Sphere-Plane
<b>Plane</b>	Plane-Box	Plane-Sphere	Plane-Plane

### 3.3 Collision resolution

**Abbildungsverzeichnis**

**Tabellenverzeichnis**