```
r3::CollisionObject
    # m collisionPrimitive
    # m transform
    + ~CollisionObject()
    + setCollisionPrimitive()
    + getCollisionPrimitive()
    + getTransform()
    + getTransform()
    # CollisionObject()
         r3::RigidBody
# m physicsMaterial
# m collisionMask
# m inverseMass
# m linearDamping
# m angularDamping
# m velocity
# m acceleration
# m_lastFrameAcceleration
# m rotation
# m transformationMatrix
# m inverselnertiaTensor
# m inverselnertiaTensorWorld
# m_forceAccumulated
# m torqueAccumulated
# m awake
+ RigidBody()
+ RigidBody()
+ ~RigidBody()
+ init()
+ calculateDerivedData()
+ setInertiaTensor()
+ getInverseTensor()
+ setMass()
+ getMass()
+ setInverseMass()
and 41 more...
# calculateTransformationMatrix()
# transformInertiaTensor()
```