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()