r3::PhysicsEngineModule
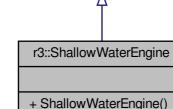
m_name
m_enabled

+ ~PhysicsEngineModule()
+ getComputationInterface()
+ enable()
+ isEnabled()
+ setName()
+ getName()
# PhysicsEngineModule()

r3::ShallowWaterEngine

+ ShallowWaterEngine()
+ ~ShallowWaterEngine()