```
r3::CollisionObject

# m_collisionPrimitive
# m_transform

+ ~CollisionObject()
+ setCollisionPrimitive()
+ getCollisionPrimitive()
+ getTransform()
+ getTransform()
# CollisionObject()
```

r3::RigidBody

```
# m_physicsMaterial
# m_collisionMask
# m_collisionCallback
# m_mass
# m_inverseMass
# m_linearDamping
# m_angularDamping
# m_velocity
# m_acceleration
# m_lastFrameAcceleration
and 10 more...
```

```
+ RigidBody()
+ RigidBody()
+ ~RigidBody()
+ init()
```

+ calculateDerivedData()
+ setInertiaTensor()

+ getInverseTensor()

+ setMass()

+ getMass()

+ setInverseMass() and 48 more...

calculateTransformationMatrix()

transformInertiaTensor()