```
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()
```