```
r3::PhysicsEngineModule
# m name
# m enabled
+ ~PhysicsEngineModule()
+ getComputationInterface()
+ enable()
+ isEnabled()
+ setName()
+ getName()
# PhysicsEngineModule()
      r3::SPHEngine
+ SPHEngine()
+ ~SPHEngine()
+ setComputationInterface()
+ getComputationInterface()
+ setContext()
+ getContext()
+ setSystem()
+ getSystem()
+ setParams()
+ getParams()
```