r3::PhysicsEngineModule

\# m_name
\# m_enabled

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

r3::RigidBodyWorld

+ RigidBodyWorld()
+ ~RigidBodyWorld()
+ setComputationInterface()
+ getComputationInterface()
+ addRigidBody()
+ removeRigidBody()
+ getRigidBodies()
+ getRigidBodies()
+ getForceRegistry()
+ getForceRegistry()