

Copyright

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<http://www.gothx.cn>

298012895@qq.com

Welcome

Thank you for your purchase!

If you have any questions, suggestions, please use the here: <http://www.gothx.cn>

Or send me an email at : 298012895@qq.com

I will continue to optimize and iterate this project

If you like GGPhys, don't forget to write a review on the asset store :-)

What is GGPhys ?

GGPhys is a 3D rigid body physics engine with 100% cross platform determinacy

Support lockstep multi player game develop

Features

- Pure C#
- Fixed point Math
- Spheres, capsules, boxes, and convex hulls collision detection
- Static meshes collision detection
- Collision constraint
- Triggers
- Collisions callback, triggers callback
- Layers
- Low cost sleep states for resting bodies
- Multi thread speed up
- Easy rigid body APIs
- 100% cross platform determinacy
- Support lockstep multi player game develop

Documentation

<http://www.gothx.cn>