

3D Joints

Groups the API documentation of classes, structs and their members, related to the usage of 3D Joints. [More...](#)



Classes

struct [Quantum.Physics3D.DistanceJoint3D](#)

A [Joint3D](#) that connects a Physics Body to an anchor and attempts to keep them a certain distance apart. The connected anchor can be a world-space position or another entity with at least a transform component. [More...](#)

struct [Quantum.Physics3D.HingeJoint3D](#)

A [Joint3D](#) that attaches a Physics Body to an anchor around which it can rotate. The connected anchor can be a world-space position or another entity with at least a transform component. The rotation can happen freely or, optionally, with limiting angles and/or a motor torque. [More...](#)

struct [Quantum.Physics3D.Joint3D](#)

Defines a connection between a 3D Physics Body and an anchor, according to velocity and/or position constraints. The connected anchor can be a world-space position or another entity with at least a transform component. [More...](#)

struct [Quantum.PhysicsJoints3D.JointsIterator3D](#)

An auxiliary struct to iterate over the joints on a [PhysicsJoints3D](#) component. Use [PhysicsJoints3D.GetIterator](#) to acquire an iterator for the component's joint buffer. [More...](#)

struct [Quantum.PhysicsJoints3D](#)

A component holding one or more [Joint3D](#), defining connections between a 3D Physics Body and anchors according to velocity and/or position constraints. [More...](#)

struct [Quantum.Physics3D.SpringJoint3D](#)

A [Joint3D](#) that attaches a Physics Body to an anchor as if connected by a spring, trying to keep them a certain distance apart. The connected anchor can be a world-space position or another entity with at least a transform component. [More...](#)

Enumerations

enum [Quantum.Physics3D.JointType3D](#) : ushort

Defines the type of a 3D [Joint3D](#). [More...](#)

Detailed Description

Groups the API documentation of classes, structs and their members, related to the usage of 3D Joints.

PhysicsJoints3D is the base component that can be added to an Entity. It can reference multiple Physics3D.Joint that use the entity as anchor.

A Physics3D.Joint has a Physics3D.JointType, respective type-specific settings and generic members that apply to all types. To create a joint of a given type, use that type's factory method, e.g.: Physics3D.DistanceJoint.CreateJoint.



Enumeration Type Documentation

◆ JointType3D

enum [Quantum.Physics3D.JointType3D](#) : ushort

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Defines the type of a 3D [Joint3D](#).

Enumerator	
None	Defines a Joint of no specific type, which are not solved by the Physics Engine.
DistanceJoint	Defines the type of a DistanceJoint3D .
SpringJoint	Defines the type of a SpringJoint3D .
HingeJoint	Defines the type of a HingeJoint3D .