### 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 <u>Joint3D</u> 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 <u>Joint3D</u> 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 <u>PhysicsJoints3D</u> component. Use <u>PhysicsJoints3D</u>.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 <u>Joint3D</u> 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...

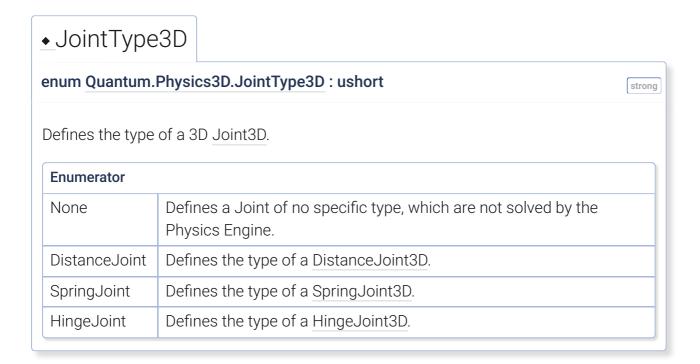
# **Detailed Description**

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**



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