

# Frame Classes

The FrameBase class the hub for all of the Quantum game data. [More...](#)

## Classes



class	<a href="#">Quantum.Frame</a> The user implementation of FrameBase that resides in the project quantum_state and has access to all user relevant classes. <a href="#">More...</a>
class	<a href="#">Quantum.Core.FrameBase</a> The Frame class is the container for all the transient and static game state data, including the API for entities, physics, assets and others. <a href="#">More...</a>
struct	<a href="#">Quantum.Core.FrameBase.FrameBaseUnsafe</a> Frame API to give access to C# unsafe pointers and advanced immediate operations. <a href="#">More...</a>

## Variables

<a href="#">Physics2D.PhysicsEngine2D.Api</a>	<a href="#">Quantum.Core.FrameBase.Physics2D</a> Access to the Physics2D API. <a href="#">More...</a>
<a href="#">Physics3D.PhysicsEngine3D.Api</a>	<a href="#">Quantum.Core.FrameBase.Physics3D</a> Access to the Physics3D API. <a href="#">More...</a>

## Properties

Navigation	<a href="#">Quantum.Core.FrameBase.Navigation</a> <b>[get]</b> Access to the Navigation API. <a href="#">More...</a>
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## Detailed Description

The FrameBase class the hub for all of the Quantum game data.

## Variable Documentation

◆ [Physics2D](#)

**Physics2D.PhysicsEngine2D.Api Quantum.Core.FrameBase.Physics2D**

Access to the Physics2D API.

◆ Physics3D

**Physics3D.PhysicsEngine3D.Api Quantum.Core.FrameBase.Physics3D**

Access to the Physics3D API.



# Properties

◆ Navigation

**Navigation Quantum.Core.FrameBase.Navigation**

get

Access to the Navigation API.