

Phx

**Planet**

+mass: float  
+velocity: vec3

**Comet**

+previous\_positions: vec3[N]  
+planet\_id: int

**Planet**

+pos: vec3  
+radius: float

**PointsCloud**

+points: float3[]  
+size: uint16\_t

Gfx

**Shape**

*Zawiera siatke geometryczna i siatke  
tekstury planety dla roznych  
dokladnosci.*

+geometry: float3[]  
+tex\_coord: float2[]

**Model**

+texture  
+type: id

**Planet**

+model\_id: int