

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