

Gravity Engine Unity Asset

Version 1.3

Overview

Gravity Engine (GE) provides a powerful, accurate physics engine to simulate gravity including:

- Creation of orbits with control of shape, inclination and orientation.
- Binary star generation
- Gravitational simulation of particle systems
- Gravitational collisions with particle ejection effects
- Simple spaceship example that allows accurate movement under gravity
- A library of over 50 three body solutions with special purpose algorithms to allow simulation through near-misses
- Centralized control of overall evolution speed, distance and mass scales
- Accurate, energy conserving physics evolution

Online documentation: <http://nbodyphysics.com/blog/gravity-engine-doc-1-3/>

Tutorials descriptions provided in the online documentation

Tutorial and Demo Videos:

https://www.youtube.com/channel/UCxH9ldb8ULCO_B7_hZwIPvw

Support Forum: <http://nbodyphysics.com/blog/forums/>

Script Documentation: <http://nbodyphysics.com/gravityengine/html/>

Support: nbodyphysics@gmail.com