```
mtrx::IIntegratable
       Integrate()
         mtrx::Body
   # transform
   # velocity
   # acceleration
   # accumForces
   # linearDamping
   # inverseMass
   + Body()
   + ~Body()
+ AddForce()
   + Integrate()
   + ClearAccumulators()
   + SetInverseMass()
   + SetPosition()
   + SetVelocity()
   + SetAcceleration()
   + SetLinearDamping()
+ SetMass()
   + GetOrientation()
   + GetIsInfiniteMass()
   + GetInverseMass()
   + GetDamping()
   + GetPosition(
   + GetVelocity()
   + GetAcceleration()
   + GetAccumForces()
   + GetTransform()
   + GetMass()
      mtrx::Rigidbody

    rotation

· inverselnertiaTensor

    objToWorldMat

    accumTorque

    angularDamping

    isKinematic

- axes
+ Rigidbody()
+ ~Rigidbody()
SetInverseInertiaTensor()
+ SetAngularDamping()
+ SetOrientation()
+ SetRotation()
+ SetIsKinematic()
+ GetInverseInertiaTensor()
+ GetAngularDamping()
+ GetObjToWorldMat()
+ GetRotation()
+ GetIsKinematic()
+ CalculateIITWorld()
+ AddTorque()
+ ClearAccumulators()
+ Integrate()
+ CalculateObjToWorldMat()
```

+ AddForceAtPoint()+ CalculateBodyData()