



Explore

[**PhysX** is an **open-source physics engine** developed by NVIDIA, designed to simulate realistic physical interactions in various applications, from video games to robotics and scientific visualization1](https://en.wikipedia.org/wiki/PhysX).

Here are **five free reference links** where you can learn more about PhysX:

1. [**NVIDIA PhysX System Software**](https://www.nvidia.com/en-us/drivers/physx/physx-9-19-0218-driver/): This official NVIDIA page provides information about the PhysX system software, including updates necessary for running PhysX content properly on Turing GPUs[2](https://www.nvidia.com/en-us/drivers/physx/physx-9-19-0218-driver/).
2. [**PhysX SDK - Latest Features & Libraries**](https://developer.nvidia.com/physx-sdk): Explore the powerful features of the PhysX SDK, which supports a wide range of devices and use cases, from game development to robotics and medical simulation[3](https://developer.nvidia.com/physx-sdk).
3. [**User’s Guide — NVIDIA PhysX SDK 4.1 Documentation**](https://gameworksdocs.nvidia.com/PhysX/4.1/documentation/physxguide/Manual/Index.html): Dive into the user guide for detailed information on using PhysX, including basics, rendering, and visualization[4](https://gameworksdocs.nvidia.com/PhysX/4.1/documentation/physxguide/Manual/Index.html).
4. [**NVIDIA PhysX SDK 4.1 Documentation**](https://gameworksdocs.nvidia.com/PhysX/4.1/documentation/physxguide/Index.html): Another resource for understanding PhysX, covering topics like world and objects, building with PhysX, and more[5](https://gameworksdocs.nvidia.com/PhysX/4.1/documentation/physxguide/Index.html).
5. [**PhysX - Wikipedia**](https://en.wikipedia.org/wiki/PhysX): Learn about the history and development of PhysX as part of the Nvidia GameWorks software suite[1](https://en.wikipedia.org/wiki/PhysX).

Feel free to explore these resources to enhance your understanding of this fascinating physics engine! 🚀