

## **PhysicsScene**

#m gravity:vec2 #m\_timeStep:float m\_actors:list<PhysicsObjects\*>

+addActor(actor:PhysicsObject\*):void

- +removeActor(actor:PhysicsObject\*):void
- +clearAllActors():void
- +update(dt:float):void
- +updateGizmos():void
- +debugScene():void
- +checkForCollision():void
- +plane2Plane(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool
- +plane2Sphere(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool
- +plane2Box(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool
- +sphere2Plane(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool
- +sphere2Sphere(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool
- +sphere2Box(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool
- +box2Plane(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool
- +box2Sphere(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool
- +box2Box(obj1:PhysicsObject\*, obj2:PhysicsObject\*):static bool