

NEON86

INFO

Version: 2.89
Backend: CPU
Gravity: [0,-10,0]

WORLD

update(dt)
destroy(body)
setWorldGravity(vec3)
rayTest(start, end, mask)

FACTORY

createPlane(origin, plane:vec4)
createSphere(mat, radius, mass)
createBox(mat, halfExtents:vec3, mass)
createCapsule(mat, radius, height, mass)
createMesh(mat, mesh)
createMeshFromPart(mat, part)

RIGID BODY

setRestitution(body, float)
integrate(body, dt)
setCollisionMask(body, mask)
setMass(body, mass)
setFriction(body, friction)
setDamping(body, linear, angular)
setGravity(body, vec3)
setVelocity(body, vel)
setPushVelocity(body, vel)
getVelocity(body)
setLinearFactor(body, vec3)
setAngularFactor(body, vec3)
addForce(body, vec3)
addImpulse(body, vec3)
setActivationState(body, state)

getWorldTransform(body)
setWorldTransform(body, mat)

GLOBALS

ACTIVATION STATES

ACTIVE_TAG
ISLAND_SLEEPING
WANTS_DEACTIVATION
DISABLE_DEACTIVATION
DISABLE_SIMULATION