# INFO

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

# Wo rld

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