

Physics

OrxBody

Body Module. Allows the creation and handling of physical bodies. They are used as a container with associated properties. Bodies are used by objects. They thus can be referenced by objects as structures.

OrxPhysics

Physics plugin module. Module that handles physics interactions.

Config

- [Body](#)
- [Joint](#)

Tutorials

- [Basic Physics Tutorial](#)
- [Grey's Tutorial 4: Interaction and Physics](#) (Warning: You are recommended to start with [Grey's Tutorial 1](#))

From:

<https://www.orx-project.org/wiki/> - **Orx Learning**

Permanent link:

<https://www.orx-project.org/wiki/en/orx/reference/physics/main?rev=1446085731>

Last update: **2025/09/30 17:26 (7 months ago)**

