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)

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