

# 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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