

Ogrize Meshes.sh * .mesh.xml

```

Ogre::Ray ray = mCamera->getCameraToViewportRay(.5, .5);
OgreBulletCollisions::CollisionClosestRayResultCallback callBackObject(ray, m_world, 10000);
m_world->launchRay(callBackObject);

if(callBackObject.doesCollide()){
    std::cout << "HIT: " << callBackObject.getCollidedObject()->getName() << std::endl;

    //get the object
    OgreBulletDynamics::RigidBody *body =
        dynamic_cast<OgreBulletDynamics::RigidBody *>(callBackObject.getCollidedObject());

    //apply a force
    body->enableActiveState();
    body->applyImpulse(// 100*ray.getDirection(),
        -1000*callBackObject.getCollisionNormal(), //Ogre::Vector3::ZERO);
        callBackObject.getCollisionPoint() - body->getCenterOfMassPosition());
}

```

