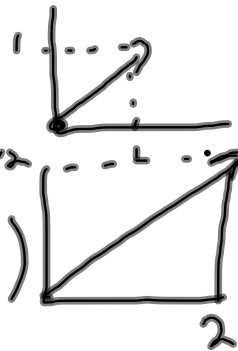


Rigid Body

- apply Impulse (direction, offset)
 - apply Force (" , ")
- enableActiveState ()

Kinematic Object (Rigid Body)

- set Kinematic (true)
 - disable Deactivation)
- set Position



Static Object

setStaticShape

/usr/local/src/bullet-2.7.7/Demo
" " " /ogreaddons/OgreBullet
/Demos