Rigid Body
  - apply Impulse (direction, offset)
  - apply Force ("", ")
  → enable Active State()

Kinematic Object (Rigid Body)
  - set Kinematic (true)
  - disable Deactivation()
  → setPosition

Static Object
  → set Static Shape
/usr/local/src/bullet-2.7.7/Demos

/ogreaddons/OgreBullet

/Demos