ENGINE ARCHITECTURE OVERVIEW
Turbulenz engine components for creating online and mobile games

// HIGH LEVEL API // SERVICES API

Touch

Touch Buffer

WebSocket

Debug

Loader

Shape

World

Triangle Array

Contact

Sound Effect

Sound Filter

Source

Texture

Vector Math

Debug Draw

Material

Rigid Body

Shape

Semantics

Shader

Technique + Parameters

Sound + Device

Storage

Collision Util

Constraint

Physics Device

Ray Hit

Math Device

Network Device

Occlusion Query

Render Buffer

Render Target

Rigid Body

Broad Phase

Constraint

Dynamics World

Draw Parameters

Turbulenz Engine

Graphics Device

Index Buffer

Input Device

Arbiter

Contact

Character

Collision

// 2D PHYSICS // 3D PHYSICS

2D Physics

3D Physics
turbulenz technology components for building online games services

All technology has been architected for scalability, security, stability, redundancy, low latency, high performance and lean product development.