

Libspe2 SPU Optimized Bullet Physics SDK

Bullet provides a parallel collision detector and parallel constraint solver in Extras/BulletMultiThreaded. This was originally being developed for Playstation 3, in collaboration with Playstation 3 game developers.

Playstation 3 licensed developers can request a SPURS SPU optimized version through Sony Playstation 3 Devnet.

A threading interface abstracts the SPURS task scheduler, and allow other threading implementations. Apart from Playstation