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Mar 8, 2012 Simatic EKB Install 2012-03-08 - Free download as Text File (.txt), PDF File (.pdf) or read online for free. simatic install 2012-03. Mar 8, 2013 Simatic EKB Install 2013-03-08 - Free download as Text File (.txt), PDF File (.pdf) or read online for free. Mar 8, 2013 Simatic EKB Install 2013-03-08 - Free download as Text File (.txt), PDF File (.pdf) or read online for free. simatic install 2013-03. References Category:Usenet Category:Data synchronization Category:File sharing communities Category:File sharing protocols Category:File sharing websitesQ: Game-Object and rigidbody physics on XNA I am currently working on a Game-object and rigidbody component in XNA. It works like this: A Game-object is created via new Game-object(). It is created without a rigidbody component. When a rigidbody is spawned on the game-object, it will instantiate the rigidbody. When the rigidbody is destroyed, it will delete the rigidbody. The rigidbody is instantiated from on update as follows: if (MyRigidbody!= null) { MyRigidbody.RemoveFromArray(MyGameObject, MyGameObject); MyGameObject.AddRigidBody(MyRigidbody); } It works well. However, I need to know when the Game-object is deleted. So far I have achieved this by overriding OnDetach in the game-object and deleting the rigidbody from the array when this method is called. This works fine but I find this hard to maintain. The reason for this is that I also have to implement OnUpdate in the rigidbody so that the rigidbody isn't affected by the game-object moving about and I have to make sure that the rigidbody is deleted from the game-object before the Game-object is destroyed. If anyone could give me any advice on an alternative approach I would really appreciate it. A: From a user's perspective, it sounds like you want to clean up after yourself. A simple way would be to make a field public that points to the physics component on the game object, and 754eb5d184