Wall Detections:

if ((m\_Circle.center & m\_WindowLeft) < 0.f)

The regressive product (join) being used  
(ThreeBlade & OneBlade) < 0

It checks whether the orientation and the orientation (sign).

Projection:

ThreeBlade projPlayer = ((m\_WindowRight | m\_Circle.center) \* ~m\_WindowRight).Grade3();

((m\_WindowRight | m\_Circle.center) \* ~m\_WindowRight).Grade3()  
The inner product was used (dot), the inverse was used.

projXm= inner(m, X) \* (gep) m^(-1)

Rejection:

auto rejPlayerPillar{ (m\_PillarPosition \* m\_Circle.center \* ~m\_PillarPosition).Grade3() };

(m\_PillarPosition \* m\_Circle.center \* ~m\_PillarPosition).Grade3()

rejXm= m\*(gep) X \* (gep) m^(-1)