Primitive

+ pose

+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()

Capsule

length
radius

+ Capsule()
+ Capsule()
+ ~Capsule()
+ getLength()
+ getRadius()
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()