Primitive
+ pose
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()

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

Sphere
+ Sphere()
+ Sphere()
+ ~Sphere()
+ getRadius()
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()