## Primitive

+ pose

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

## Sphere

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