```
Primitive
+ pose
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()
         Box3
+ bounds
+ minPoint
 maxPoint
+ box center
+ extents
+ Box3()
+ Box3()
+ Box3()
+ Box3()
+ Box3()
+ ~Box3()
+ intersection()
+ Edge()
+ EdgeList()
+ CornerPoint()
+ SideCenterPoint()
+ OwnClosestPoint()
+ OwnClosestPoint()
+ ClosestPoint()
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()
```