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()

Capsule

length
radius

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

Sphere

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