```
Primitive
+ pose
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getClosestPoints()
+ getShortestDirection()
getShortestDirection()
+ getShortestDirection()
+ getShortestDirection()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()
+ getShortestDistance()
           Δ
         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()
             +base_primitive
         Base
   + baseTransform
   + nFrames
      -Base()
   + updatePose()
   + getPose()
      NarkinBase
     NarkinBase()
       ·NarkinBase()
     updatePose()
     getPose()
```