```
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()
            +base_primitive
         Base
   + baseTransform
   + nFrames
   + ~Base()
   + updatePose()
    + getPose()
```