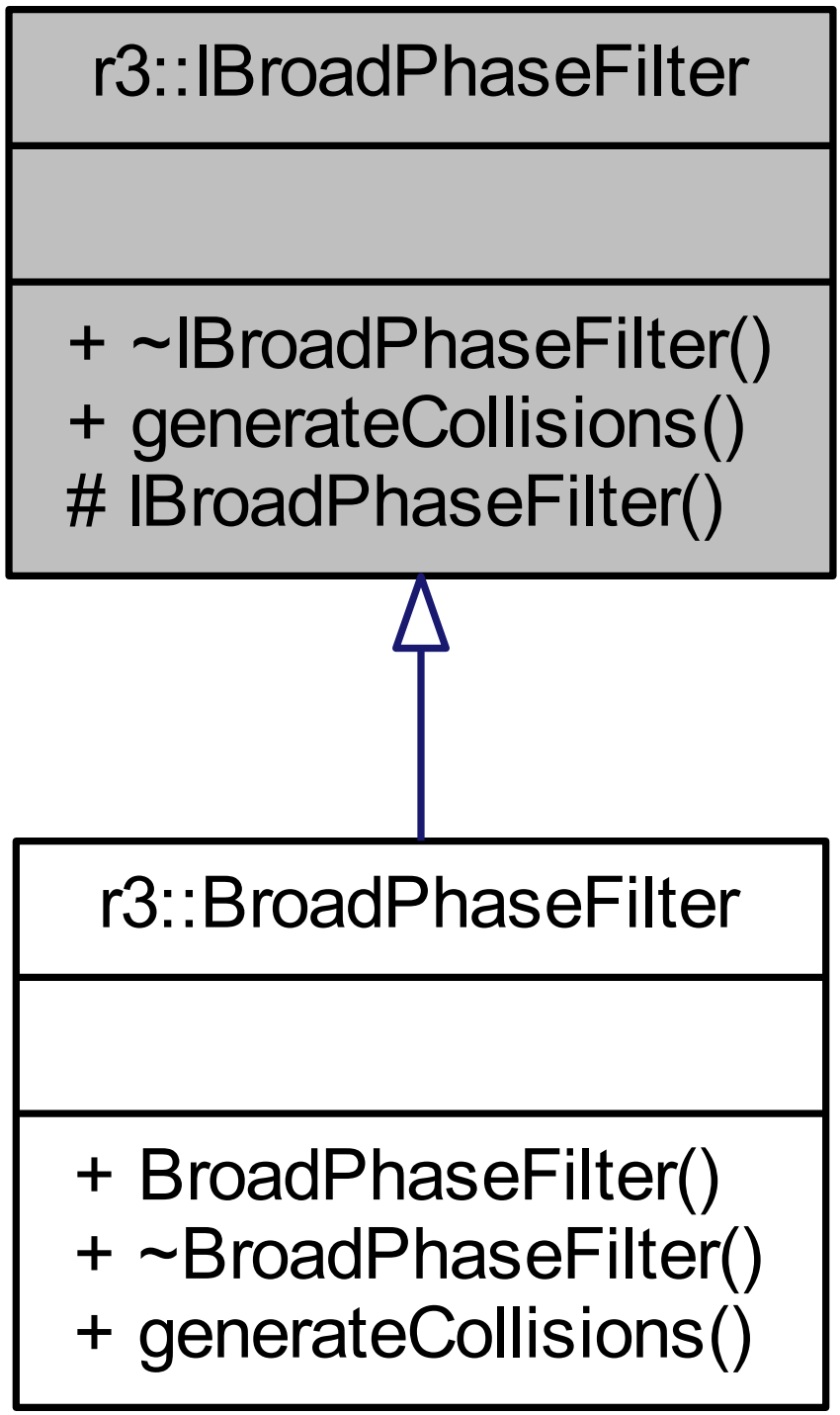
r3::IBroadPhaseFilter
+ ~IBroadPhaseFilter()
+ generateCollisions()
# IBroadPhaseFilter()
r3::BroadPhaseFilter
+ BroadPhaseFilter()
+ ~BroadPhaseFilter()
+ generateCollisions()