rum::INarrowPhaseFilter

+ ~INarrowPhaseFilter()
+ generateCollisionData()
+ generateCollisionData()
+ generateCollisionData()
+ generateCollisionData()
+ generateCollisionData()
# INarrowPhaseFilter()

rum::NarrowPhaseFilter

m_iterations
m_collisionsMax
m_collisionData
m_boxBox
m_boxSphere
m_sphereSphere

+ NarrowPhaseFilter()
+ ~NarrowPhaseFilter()
+ generateCollisionData()
+ setBoxBoxAlgorithm()
+ setBoxSphereAlgorithm()
+ setSphereSphereAlgorithm()
+ generateCollisionData()
+ generateCollisionData()
+ generateCollisionData()
+ generateCollisionData()
# init()
# initCollisionData()
# initAlgorithms()