

rum::CollisionPrimitive

# m\_body  
# m\_offset  
# m\_transform

+ ~CollisionPrimitive()  
+ CalculateInternals()  
+ GetAxis()  
+ GetTransform()  
+ GetBody()  
# CollisionPrimitive()



rum::CollisionBox

# m\_halfSize

+ CollisionBox()  
+ ~CollisionBox()  
+ getHalfSize()