rum::CollisionPrimitive

m_body
m_offset
m_transform

+ ~CollisionPrimitive()
+ generateContact()
+ generateContact()
+ generateContact()
+ calculateInternals()
+ getAxis()
+ getTransform()
+ getBody()
# CollisionPrimitive()

rum::CollisionSphere

m_radius

+ CollisionSphere()
+ ~CollisionSphere()
+ getRadius()
+ generateContact()