

rum::CollisionDetector

- + CollisionDetector()
- + CollisionDetector()
- + ~CollisionDetector()
- + generateCollisions()
- + setBroadPhaseFilter()
- + getBroadPhaseFilter()
- + addIntermediatePhaseFilter()
- + removeIntermediatePhaseFilter()
- + removeAllIntermediatePhase  
Filters()
- + setNarrowPhaseFilter()
- + getNarrowPhaseFilter()