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()