r3::CollisionPrimitive

m_body
m_offset
m_transform

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

r3::CollisionPlane

m_normal
m_offset

+ CollisionPlane()
+ ~CollisionPlane()
+ getOffset()
+ getNormal()
+ setOffset()
+ setNormal()