

rum::CollisionPrimitive

m_body
m_offset
m_transform

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



rum::CollisionBox

m_halfSize

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