

r3::BroadPhaseCollisionData

- + BroadPhaseCollisionData()
- + ~BroadPhaseCollisionData()
- + init()
- + reset()
- + isFull()
- + getCollisionsLeft()
- + getCollisionsUsed()
- + getSize()
- + getAvailableCollision()
- + getCollisions()
- + getCollisions()