VectorMaths - fMag - fNormVector rotationMat fDot - newPos newVel emptyVector + VectorMaths() + getMagnitude() + getNormalisedVector() + rotationMatrix() + dotProduct() + setPosition() + setResponse() + zero() -m vectMaths Collision - bCollision bCollisionAxisTest collisionRectNormal collisionCircNormal normalsCombined overlaps - reverse - fRectOverlap fCircOverlap + Collision() + UpdateCombinedNormals() + CheckVertices() + Intersects() + Intersects() + Intersects() + Intersects() + getCollisionRectNormal() + getCollisionCircNormal() + getRectOverlap() + getCircOverlap()