

+ collide_AABB2D()

segmentCollision()

+ serialize()

+ deserialize()

lineCollision()

+ response_AABBŽD()

+ renderUpdate()

+ addRay() + RebuildMesh() + deserialize()

+ collide AABB2D()

+ serialize()

+ deserialize()

+ response_AABBŽD(

+ response_AABB2D()