

ONE  
ZERO  
UNIT\_X  
UNIT\_Y  
UNIT\_Z

Magnum::Vector3

convexFromWorld  
convexToWorld

Magnum::Vector< Magnum  
::Vector3 >

hitPointWorlds  
hitNormalWorlds

Magnum::Physics3::Convex  
CastResult

Magnum::Vector< float >

hitFractions

hitCollisionObjects

Magnum::Vector< const  
void \* >