```
r3::CollisionPrimitive
# m body
#m offset
# m transform
+ ~CollisionPrimitive()
+ calculateInternals()
+ aetAxis()
+ getTransform()
+ aetBodv()
+ getType()
# CollisionPrimitive()
  r3::CollisionPlane
 # m normal
 # m offset
 # m_halfSizes
 #m isHalfSpace
 + CollisionPlane()
 + ~CollisionPlane()
 + setOffset()
 + getOffset()
 + setNormal()
 + getNormal()
 + isHalfSpace()
 + getHalfSizes()
```