r3::CollisionPrimitive

\# m_body
\# m_offset
\# m_transform

\+ ~CollisionPrimitive()
\+ calculateInternals()
\+ getAxis()
\+ getTransform()
\+ getBody()
\+ getType()
\# CollisionPrimitive()

r3::CollisionSphere

\# m_radius

\+ CollisionSphere()
\+ ~CollisionSphere()
\+ getRadius()