```
r3::CollisionPrimitive
# m body
# m offset
# m transform
+ ~CollisionPrimitive()
+ calculateInternals()
+ getAxis()
+ getTransform()
+ getBody()
+ getType()
# CollisionPrimitive()
   r3::CollisionBox
  + CollisionBox()
  + ~CollisionBox()
```

+ getHalfSize()