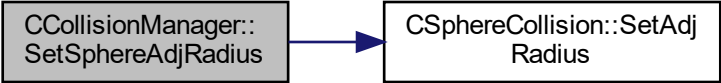


CCollisionManager::
SetSphereAdjRadius



```
graph LR; A[CCollisionManager::SetSphereAdjRadius] --> B[CSphereCollision::SetAdjRadius]
```

CSphereCollision::SetAdj
Radius