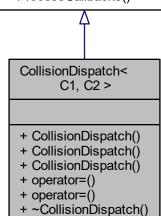
## CollisionDispatchBase

- + CollisionDispatchBase()+ CollisionDispatchBase()
- + CollisionDispatchBase()
- + operator=()
  + operator=()
- + ~CollisionDispatchBase()
  + ProcessCallbacks()



+ ProcessCallbacks()