## Collidable # pMyDeleteRef - myID RegStateCurr pRegCmd pDeregCmd - pColModel ColVolume defaultBS + Collidable() + Collidable() + Collidable() + operator=() + operator=() + ~Collidable() + GetBSphere() + GetCollisionVolume() + CollisionTerrain() # SetCollidableGroup() # SubmitCollisionRegistration() # SubmitCollisionDeregistration() # SetColliderModel() # UpdateCollisionData() SceneRegistration() SceneDeregistration() GameObject RegCurrState pEntryCommand pExitCommand + GameObject() + GameObject() + GameObject() + operator=() + operator=() + ~GameObject() + SubmitEntry() + SubmitExit() + ConnectToScene() + DisconnectFromScene() SceneEntry() SceneExit()