CollisionVolume

+ CollisionVolume()
+ CollisionVolume()
+ CollisionVolume()
+ operator=()
+ operator=()
+ ~CollisionVolume()
+ ComputeData()
+ DebugView()
+ IntersectAccept()
+ IntersectVisit()
+ IntersectVisit()
+ IntersectVisit()

CollisionVolumeBSphere

- Center
- world
- Radius

+ CollisionVolumeBSphere()
+ CollisionVolumeBSphere()
+ CollisionVolumeBSphere()
+ operator=()
+ operator=()
+ ~CollisionVolumeBSphere()
+ DebugView()
+ ComputeData()
+ IntersectAccept()
+ IntersectVisit()
+ IntersectVisit()
+ IntersectVisit()
+ GetCenter()
+ GetRadius()
+ getWorld()