## CollisionDispatchBase

- + CollisionDispatchBase() + CollisionDispatchBase()
- + CollisionDispatchBase()
- + operator=()
- + operator=() + ~CollisionDispatchBase() + ProcessCallbacks()
  - CollisionDispatch< C1, C2 >
    - + CollisionDispatch()
      + CollisionDispatch()
    - + CollisionDispatch() + operator=()
      - + operator=() + ~CollisionDispatch()
  - + ~CollisionDispatch() + ProcessCallbacks()