## CommandBase

- + CommandBase()
- + CommandBase()
- + CommandBase()
- + operator=()
- + operator=()
- + ~CommandBase()
- + execute()

## CollisionTestCommandBase

- + CollisionTestCommandBase()
- + CollisionTestCommandBase()
- + CollisionTestCommandBase()
- + operator=()
- + operator=()
- + ~CollisionTestCommandBase()

# CollisionTestPairCommand

- pDispatch
- pG1
- pG2
- + CollisionTestPairCommand()
- + CollisionTestPairCommand()
- + CollisionTestPairCommand()
- + CollisionTestPairCommand()
- + operator=()
- + operator=()
- + ~CollisionTestPairCommand()
- + execute()

### CollisionTestSelfCommand

- pDispatch
- pG1
- + CollisionTestSelfCommand()
- + CollisionTestSelfCommand()
- + CollisionTestSellCommand()
- + CollisionTestSelfCommand()
- + operator=()
- + operator=()
- + ~CollisionTestSelfCommand()
- + execute()

#### CollisionTestTerrainCommand

- pG1
- itCell
- + CollisionTestTerrainCommand()
- + CollisionTestTerrainCommand()
- + CollisionTestTerrainCommand()
- + operator=()
- + operator=()
- + ~CollisionTestTerrainCommand()
- + CollisionTestTerrainCommand()
- + execute()