Physics.Collision.Model.SimplexEdge

+ List< Edge > edges

+ void Clear()
+ void InitEdges(List
< Vector3 > simplex)
+ Edge FindClosestEdge()
+ void InsertEdgePoint
(Edge e, Vector3 point)
+ void UpdateEdgeIndex()
+ Edge CreateEdge(Vector3
 a, Vector3 b)
- Edge CreateInitEdge
(Vector3 a, Vector3 b)