

Physics.Collision.Shape.
CollisionShape

- + readonly ShapeType
shapeType
- + List< Vector3 > localVertices
- + List< Vector3 > vertices
- + AABB aabb

- + CollisionShape(ShapeType
shapeType)
- + CollisionShape(ShapeType
shapeType, Vector3[] localVertices)
- + virtual void UpdateShape()
- + void ApplyWorldVertices
(Vector3 origin, Vector3
rotate, float scale)
- # abstract void GetBound
(out Vector3 lowerBound,
out Vector3 upperBound)