| Physics.Collision.ICollision<br>Object   |      |
|--|------|
|  |      |
| + void InitCollisionObject() + ProjectionPoint GetProjection Point(AABBProjectionType projectionType) + void Translate(Vector3 diff)                     |      |
| + void TranslateTo(Vector3   |      |
| value)<br>+ void Rotate(Vector3<br>diff)   |      |
| + void RotateTo(Vector3 value)   |      |
| + void Scale(float diff) + void ScaleTo(float  |      |
| value) + void AddVelocity(Vector3 diff)  |      |
| + void AddAccelera<br>(Vector3 diff)   | tion |
|  |      |
| Physics.Collision.Collision<br>Object  |      |
| + int id + CollisionShape shape + CollisionFlags flags + Object contextObject + Vector3 position + Vector3 nextPosition + Vector3 rotation + float scale |      |

+ int level + Vector3 acceleration

 static int publicId + CollisionObject(Collision Shape shape, Object contextObject, Vector3 startPos, float startRotation =0, int level=0)

+ Vector3 velocity + Vector3 resolveVelocity + void ApplyPosition() + void ApplyRotation (Vector3 newRotation) + void ApplyScale(float newScale) + void InitCollisionObject() + ProjectionPoint GetProjection Point(AABBProjectionType projectionType) + void Translate(Vector3 diff) + void TranslateTo(Vector3 value) + void Rotate(Vector3 diff) + void RotateTo(Vector3 value) + void Scale(float diff) + void ScaleTo(float value) + void AddVelocity(Vector3 diff) void AddAcceleration (Vector3 diff) + void SetVelocity(Vector3 finalVelocity) + void AddResolveVelocity (Vector3 diff)

+ void CleanResolveVelocity() + Vector3 GetFarthestPoint InDir(Vector3 dir) + static bool IsSameCollision Object(CollisionObject obj1, CollisionObject obj2)