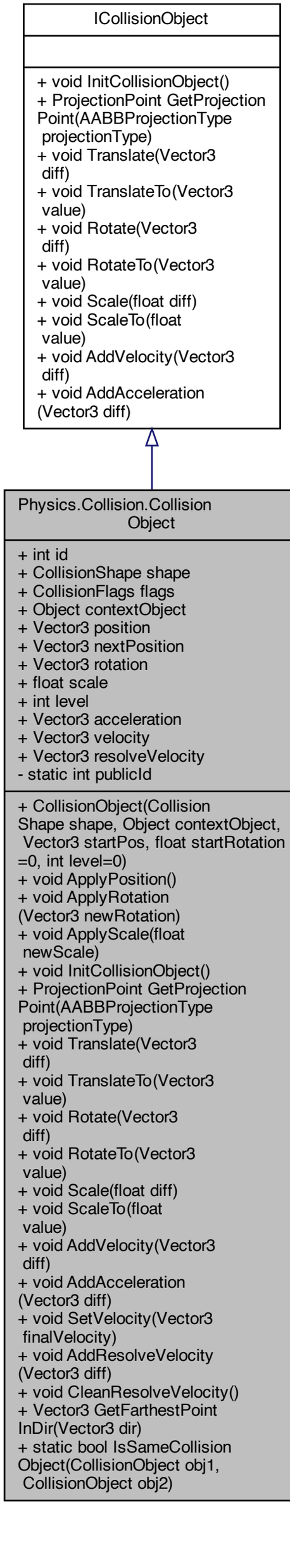
ICollisionObject
+ void InitCollisionObject()
+ ProjectionPoint GetProjection Point(AABBProjectionType projectionType)
+ void Translate(Vector3 diff)
+ void TranslateTo(Vector3 value)
+ void Rotate(Vector3 diff)
+ void RotateTo(Vector3 value)
+ void Scale(float diff)
+ void ScaleTo(float value)
+ void AddVelocity(Vector3 diff)
+ void AddAcceleration (Vector3 diff)
Physics.Collision.Collision Object
+ int id
+ CollisionShape shape
+ CollisionFlags flags
+ Object contextObject
+ Vector3 position
+ Vector3 nextPosition
+ Vector3 rotation
+ float scale
+ int level
+ Vector3 acceleration
+ Vector3 velocity
+ Vector3 resolveVelocity
- static int publicId
+ CollisionObject(Collision Shape shape, Object contextObject, Vector3 startPos, float startRotation =0, int level=0)
+ 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)