

Physics.Collision.Model.
SimplexEdge.CreateEdge

```
graph LR; A[Physics.Collision.Model.SimplexEdge.CreateEdge] --> B[Physics.PhysicsCachePool.GetEdgeFromPool]; A --> C[Physics.PhysicsTool.GetPerpendicularToOrigin];
```

Physics.PhysicsCachePool.
GetEdgeFromPool

Physics.PhysicsTool.GetPerpendicular
ToOrigin