

Physics.Collision.ICollision Object

```
+ 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)
```