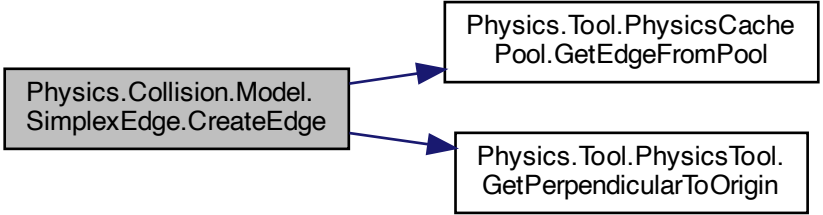


Physics.Collision.Model.  
SimplexEdge.CreateEdge



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

Physics.Tool.PhysicsCache  
Pool.GetEdgeFromPool

Physics.Tool.PhysicsTool.  
GetPerpendicularToOrigin