

Physics.Collision.Model.  
SimplexEdge.CreateInitEdge

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

Physics.Tool.PhysicsTool.  
GetPerpendicularToOrigin