

Physics.PhysicsTool

- + static bool IsPointInPolygon
(List< Vector3 > vertices,
Vector3 point)
- + static bool IsPointOnSegment
(Vector3 lineStart, Vector3
lineEnd, Vector3 point)
- + static bool IsPointInTriangle
(List< Vector3 > points,
Vector3 point)
- + static Vector3 GetPerpendicular
ToOrigin(Vector3 a, Vector3 b)
- + static Vector3 GetClosest
PointToOrigin(Vector3 a,
Vector3 b)