Physics.Tool.PhysicsCachePool

+ static Stack< CollisionPair
> collisionPairPool
+ static Stack< SimplexEdge
> simplexEdgePool
+ static Stack< Edge
> edgePool
- static int collisionPair
CacheCount
- static int simplexEdgeCount
- static int edgeCount

+ static CollisionPair
GetCollisionPairFromPool()
+ static void RecycleCollision
Pair(CollisionPair pair)
+ static void RecycleCollision
Pair(List< CollisionPair
> pairs)
+ static SimplexEdge
GetSimplexEdgeFromPool()
+ static void RecycleSimplex
Edge(SimplexEdge simplexEdge)
+ static Edge GetEdgeFromPool()
+ static void RecycleEdge
(Edge edge)
+ static void RecycleEdge
(List< Edge > edges)