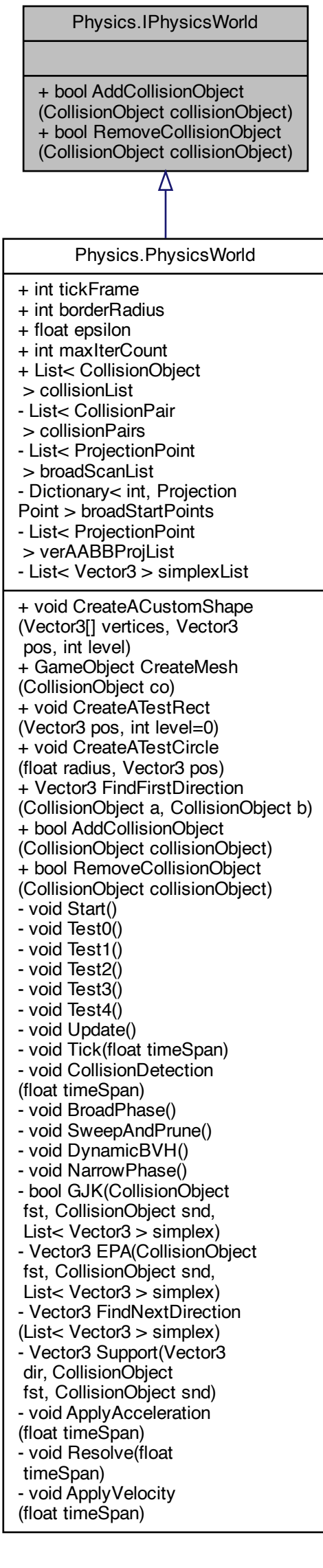
Physics.IPhysicsWorld
+ bool AddCollisionObject (CollisionObject collisionObject)
+ bool RemoveCollisionObject (CollisionObject collisionObject)
Physics.PhysicsWorld
+ int tickFrame
+ int borderRadius
+ float epsilon
+ int maxIterCount
+ List< CollisionObject > collisionList
- List< CollisionPair > collisionPairs
- List< ProjectionPoint > broadScanList
- Dictionary< int, ProjectionPoint > broadStartPoints
- List< ProjectionPoint > verAABBProjList
- List< Vector3 > simplexList
+ void CreateACustomShape (Vector3[] vertices, Vector3 pos, int level)
+ GameObject CreateMesh (CollisionObject co)
+ void CreateATestRect (Vector3 pos, int level=0)
+ void CreateATestCircle (float radius, Vector3 pos)
+ Vector3 FindFirstDirection (CollisionObject a, CollisionObject b)
+ bool AddCollisionObject (CollisionObject collisionObject)
+ bool RemoveCollisionObject (CollisionObject collisionObject)
- void Start()
- void Test0()
- void Test1()
- void Test2()
- void Test3()
- void Test4()
- void Update()
- void Tick(float timeSpan)
- void CollisionDetection (float timeSpan)
- void BroadPhase()
- void SweepAndPrune()
- void DynamicBVH()
- void NarrowPhase()
- bool GJK(CollisionObject fst, CollisionObject snd, List< Vector3 > simplex)
- Vector3 EPA(CollisionObject fst, CollisionObject snd, List< Vector3 > simplex)
- Vector3 FindNextDirection (List< Vector3 > simplex)
- Vector3 Support(Vector3 dir, CollisionObject fst, CollisionObject snd)
- void ApplyAcceleration (float timeSpan)
- void Resolve(float timeSpan)
- void ApplyVelocity (float timeSpan)