Physics.IPhysicsWorld bool AddCollisionObject (CollisionObject collisionObject) bool RemoveCollisionObject (CollisionObject collisionObject) Physics.PhysicsWorld + int tickFrame + int borderRadius + float epsilon + int maxIterCount + List< CollisionObject</p> > collisionList List< CollisionPair > collisionPairs List< ProjectionPoint > broadScanList Dictionary< int, Projection Point > broadStartPoints List< ProjectionPoint > horAABBProjList 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(CollisionÓbject 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)