

## Physics.Tool.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)