

Physics.PhysicsCachePool

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

- + static CollisionPair GetCollisionPairFromPool()
- + static void RecycleCollisionPair(List< CollisionPair > pairs)
- + static SimplexEdge GetSimplexEdgeFromPool()
- + static void RecycleSimplexEdge(SimplexEdge simplexEdge)
- + static Edge GetEdgeFromPool()
- + static void RecycleEdge(Edge edge)
- + static void RecycleEdge(List< Edge > edges)