## **PotentialCollisionDetector**

```
-obbVector: vector<OBBCollider*>
```

+potentialCollisions: vector<PotentialCollision\*>

```
+addCollider(obb:*OBBCollider): void
```

+clearPotentialCollisions(): void

+fillPotentialCollisions(): void

## CollisionsGenerator

+potentialCollisions: \*vector<PotentialCollision\*>

+collisionsPoints: vector<CollisionPoint\*>

+CollisionsGenerator(in potentialCollisions: \*vector<PotentialCollision\*>)

+fillCollisions(): void

+clearCollisions(): void

## **GJKEPACollisionPointGenerator**

-objA: \*PhysicsObject

-objB: \*PhysicsObject

-simplex: Simplex

-searchDir: vec3

+GJKEPACollisionPointGenerator(in objA:\*PhysicsObject,

in objB:\*PhysicsObject)

-support(in dir:vec3): MinkowskiDiffPt

-doSimplex(): bool

+testIntersection(): bool

+createCollisionPoint(inout contact: \*CollisionPoint): bool