

mtrx::OOBBCollider  
::RaycastCollision



```
graph LR; A[mtrx::OOBBCollider::RaycastCollision] --> B[mtrx::OOBBCollider::GetAxes]; B --> C[mtrx::Collider::GetSide];
```

mtrx::OOBBCollider  
::GetAxes

mtrx::Collider::GetSide