

CollisionCollector

< ResultTypeArg, TraitsType >

- + CollisionCollector()
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- + CollisionCollector()
- + ~CollisionCollector()
- + Reset()
- + OnBody()
- + SetContext()
- + GetContext()
- + AddHit()
- + UpdateEarlyOutFraction()
- + ResetEarlyOutFraction()
- + ForceEarlyOut()
- + ShouldEarlyOut()
- + GetEarlyOutFraction()
- + GetPositiveEarlyOutFraction()