

ShapeCastT< RVec3,
RMat44, RShapeCast >

+ mShape
+ mScale
+ mCenterOfMassStart
+ mDirection
+ mShapeWorldBounds

+ ShapeCastT()
+ ShapeCastT()
+ PostTransformed()
+ PostTranslated()
+ GetPointOnRay()
+ sFromWorldTransform()



RShapeCast

+ RShapeCast()
+ operator ShapeCast()