Vec3

+ mValue
+ mF32
+ @15
+ sUnitSphere

+ Vec3()
+ Vec3()
+ operator=()
+ Vec3()
+ Vec3()
+ Vec3()
+ Vec3()
+ GetX()
+ GetY()
+ GetZ()
  and 50 more...
+ sZero()
+ sNaN()
+ sAxisX()
+ sAxisY()
+ sAxisZ()
+ sReplicate()
+ sLoadFloat3Unsafe()
+ sMin()
+ sMax()
+ sClamp()
  and 13 more...

+mActiveEdgeMovementDirection

#mDirection
#mScale
#mStart

CollideSettingsBase

+ mActiveEdgeMode
+ mCollectFacesMode
+ mCollisionTolerance
+ mPenetrationTolerance

Mat44

+ Mat44()
+ Mat44()
+ Mat44()
+ Mat44()
+ operator=()
+ Mat44()
+ operator()()
+ operator()()
+ operator==()
+ operator!=()
  and 51 more...
+ sZero()
+ sIdentity()
+ sNaN()
+ sLoadFloat4x4()
+ sLoadFloat4x4Aligned()
+ sRotationX()
+ sRotationY()
+ sRotationZ()
+ sRotation()
+ sRotation()
  and 10 more...

ShapeCastSettings

+ mBackFaceModeTriangles
+ mBackFaceModeConvex
+ mUseShrunkenShapeAndConvex
  Radius
+ mReturnDeepestPoint

SubShapeIDCreator

+ PushID()
+ GetID()
+ GetNumBitsWritten()

CollisionCollector
< ResultTypeArg, TraitsType >

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

#mShapeCastSettings   #mCenterOfMassTransform2   #mSubShapeIDCreator1   #mCollector

CastSphereVsTriangles

mRadius

+ CastSphereVsTriangles()
+ Cast()