CollideSettingsBase

- + mActiveEdgeMode
- + mCollectFacesMode
- + mCollisionTolerance
- + mPenetrationTolerance
- + mActiveEdgeMovementDirection

CollideShapeSettings + mMaxSeparationDistance

+ mBackFaceMode

ShapeCastSettings

- + mBackFaceModeTriangles
- + mBackFaceModeConvex
- + mUseShrunkenShapeAndConvex Radius
- + mReturnDeepestPoint