Vec3 + mValue + mF32 + @15 + sUnitSphere + Vec3() + Vec3() + Vec3() + Vec3() + Vec3() + Vec3() + GetX() + GetY() + GetZ()	
+ mF32 + @15 + sUnitSphere + Vec3() + Vec3() + operator=() + Vec3() + Vec3() + Vec3() + Vec3() + GetX() + GetX() + GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sMin() + sMax() + sMax() + sMax()	Vec3
+ @15 + sUnitSphere + Vec3() + Vec3() + operator=() + Vec3() + Vec3() + Vec3() + Vec3() + GetX() + GetX() + GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sHoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ mValue
+ 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	+ mF32
+ Vec3() + Vec3() + operator=() + Vec3() + Vec3() + Vec3() + Vec3() + GetX() + GetX() + GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ @15
+ Vec3() + operator=() + Vec3() + Vec3() + Vec3() + Vec3() + GetX() + GetY() + GetZ()	+ sUnitSphere
+ operator=() + Vec3() + Vec3() + Vec3() + Vec3() + GetX() + GetY() + GetZ()	+ Vec3()
+ Vec3() + Vec3() + Vec3() + Vec3() + GetX() + GetY() + GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisX() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ Vec3()
+ Vec3() + Vec3() + Vec3() + GetX() + GetY() + GetZ()	+ operator=()
+ Vec3() + Vec3() + GetX() + GetY() + GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ Vec3()
+ Vec3() + GetX() + GetY() + GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ Vec3()
+ GetX() + GetY() + GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ Vec3()
+ GetY() + GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ Vec3()
+ GetZ() and 50 more + sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ GetX()
and 50 more + sZero() + sNaN() + sAxisX() + sAxisZ() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ GetY()
+ sZero() + sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ GetZ()
+ sNaN() + sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	and 50 more
+ sAxisX() + sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ sZero()
+ sAxisY() + sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ sNaN()
+ sAxisZ() + sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ sAxisX()
+ sReplicate() + sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ sAxisY()
+ sLoadFloat3Unsafe() + sMin() + sMax() + sClamp() and 13 more	+ sAxisZ()
+ sMin() + sMax() + sClamp() and 13 more	+ sReplicate()
+ sMax() + sClamp() and 13 more	+ sLoadFloat3Unsafe()
+ sClamp() and 13 more	+ sMin()
and 13 more	+ sMax()
	+ sClamp()
+mActiveEd	and 13 more
•	+mActiveEd
CollideSettingsBase	CollideSettingsBase

dgeMovementDirection

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

ShapeCastSettings

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