

+ CastRay()

+ CollidePoint()

+ CastAABox()

- + Optimize()
- + FrameSync()
- + LockModifications()
- + UpdatePrepare()
- + UpdateFinalize()
- + UnlockModifications()
- + AddBodiesPrepare()
- + AddBodiesFinalize()
- + AddBodiesAbort() and 6 more...