```
CollideShapeResult

+ mContactPointOn1

+ mContactPointOn2

+ mPenetrationAxis

+ mPenetrationDepth

+ mSubShapeID1

+ mSubShapeID2

+ mBodyID2

+ mShape1Face

+ mShape2Face

+ CollideShapeResult()
```

+ CollideShapeResult()+ GetEarlyOutFraction()

ShapeCastResult

+ Reversed()

+ mFraction

+ Reversed()

+ mIsBackFaceHit+ ShapeCastResult()+ ShapeCastResult()+ GetEarlyOutFraction()