```
CollideSettingsBase
```

+ mActiveEdgeMode

+ mCollectFacesMode

+ mCollisionTolerance

+ mPenetrationTolerance

+ mActiveEdgeMovementDirection

```
ShapeCastSettings
```

+ mBackFaceModeTriangles

+ mBackFaceModeConvex

+ mUseShrunkenShapeAndConvex
  Radius

+ mReturnDeepestPoint