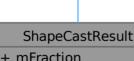
CollideShapeResult + mContactPointOn1 + mContactPointOn2 + mPenetrationAxis + mPenetrationDepth + mSubShapeID1 + mSubShapeID2 + mBodyID2

+ mShape2Face+ CollideShapeResult()+ CollideShapeResult()

+ mShape1Face

+ GetEarlyOutFraction() + Reversed()



- + mlsBackFaceHit + ShapeCastResult()
- + ShapeCastResult()
- + GetEarlyOutFraction()+ Reversed()