

LouiEriksson::Engine  
::Physics::Collision

+ Collision(const btManifold  
Point &\_point, const int  
&\_body)  
+ ~Collision()=default  
+ const glm::vec3 & Contact  
Point() const noexcept  
+ const glm::vec3 & Normal  
( ) const noexcept  
+ const float & Impulse  
( ) const noexcept