

## LouiEriksson::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
```