

```
bool obbDisjointAndLowerBoundDistance (const Matrix3f& B, const Vec3f& T,
                                      const Vec3f& a, const Vec3f& b,
                                      const CollisionRequest& request,
                                      FCL_REAL& squaredLowerBoundDistance)
                                         BV/OBB.cpp
```

```
bool overlap(const Matrix3f& R0, const Vec3f& T0, const OBB& b1, const OBB& b2,
             const CollisionRequest& request, FCL_REAL& sqrDistLowerBound)
                BV/OBB.cpp
```

```
bool overlap(const Matrix3f& R0, const Vec3f& T0, const OBBRSS& b1,
             const OBBRSS& b2, const CollisionRequest& request,
             FCL_REAL& sqrDistLowerBound)
                BV/OBBRSS.cpp
```

```
bool GJKSolver_indep::shapeTriangleIntersect<Shape>
      (const S& s, const Transform3f& tf,
       const Vec3f& P1, const Vec3f& P2, const Vec3f& P3,
       FCL_REAL* distance, Vec3f* p1, Vec3f* p2) const
          narrowphase/narrowphase.h:156
```

```
void details::meshShapeCollisionOrientedNodeLeafTesting <OBBRSS, Shape, NarrowPhaseSolver>
      (int b1, int b2, const BVHModel<BV>* model1, const S& model2,
       Vec3f* vertices, Triangle* tri_indices, const Transform3f& tf1,
       const Transform3f& tf2, const NarrowPhaseSolver* nsolver,
       bool enable_statistics, int& num_leaf_tests,
       const CollisionRequest& request, CollisionResult& result,
       FCL_REAL& sqrDistLowerBound)
          traversal/traversal_node_bvh_shape.h:293
```

```
bool MeshShapeCollisionTraversalNodeOBBRSS::BVTesting
      (int b1, int b2, FCL_REAL& sqrDistLowerBound) const
         traversal/traversal_node_bvh_shape.h
```

```
bool MeshShapeCollisionTraversalNodeOBBRSS::leafTesting
      (int b1, int b2, FCL_REAL& sqrDistLowerBound) const
         traversal/traversal_node_bvh_shape.h
```

```
virtual bool CollisionTraversalNodeBase::BVTesting
      (int b1, int b2, FCL_REAL& sqrDistLowerBound) const = 0
         traversal/traversal_node_base.h
```

```
virtual void CollisionTraversalNodeBase::leafTesting
      (int b1, int b2, FCL_REAL& sqrDistLowerBound) const
         traversal/traversal_node_base.h
```

```
void collisionRecurse(CollisionTraversalNodeBase* node,
                      int b1, int b2, BVHFrontList* front_list,
                      FCL_REAL& sqrDistLowerBound)
                         traversal/traversal_recurse.cpp
```

```
void propagateBVHFrontListCollisionRecurse
      (CollisionTraversalNodeBase* node, const CollisionRequest& request,
       CollisionResult& result, BVHFrontList* front_list)
          traversal/traversal_recurse.cpp
```

```
void collide(CollisionTraversalNodeBase* node,
            const CollisionRequest& request, CollisionResult& result,
            BVHFrontList* front_list)
               collision_node.cpp
```

```
details::orientedBVHShapeCollide<MeshShapeCollisionTraversalNodeOBBRSS
      <T_SH, NarrowPhaseSolver>, OBBRSS, T_SH, NarrowPhaseSolver>
      (const CollisionGeometry* o1, const Transform3f& tf1,
       const CollisionGeometry* o2, const Transform3f& tf2,
       NarrowPhaseSolver* nsolver, const CollisionRequest& request,
       CollisionResult& result)
          collision_func_matrix.cpp
```

```
BVHShapeCollider<OBBRSS, Shape, NarrowPhaseSolver>::collide
      (const CollisionGeometry* o1, const Transform3f& tf1,
       const CollisionGeometry* o2, const Transform3f& tf2,
       const NarrowPhaseSolver* nsolver,
       const CollisionRequest& request, CollisionResult& result)
          collision_func_matrix.cpp
```