RefTarget < VehicleCollision Tester >

- # mRefCount
- # cEmbedded
- + RefTarget()
- + RefTarget()
- + ~RefTarget()
- + SetEmbedded()
- + operator=()
- + GetRefCount()
- + AddRef()
- + Release()
- + sInternalGetRefCountOffset()

NonCopyable

- + NonCopyable()
- + NonCopyable()
- + operator=()

VehicleCollisionTester

- # mBroadPhaseLayerFilter
- # mObjectLayerFilter
- # mBodyFilter
- # mObjectLayer
- + VehicleCollisionTester()
- + VehicleCollisionTester()
- + ~VehicleCollisionTester()
- + GetObjectLayer()
- + SetObjectLayer()
- + SetBroadPhaseLayerFilter()
- + GetBroadPhaseLayerFilter()
- + SetObjectLayerFilter()
- + GetObjectLayerFilter()
- + SetBodyFilter()
- + GetBodyFilter()
- + Collide()
- + PredictContactProperties()

VehicleCollisionTesterCast Cylinder

- + VehicleCollisionTesterCast Cylinder()
- + Collide()
- + PredictContactProperties()

VehicleCollisionTesterCast Sphere

- + VehicleCollisionTesterCast Sphere()
- + Collide()
- + PredictContactProperties()

VehicleCollisionTesterRay

- + VehicleCollisionTesterRay()
- + Collide()
- + PredictContactProperties()