## RefTarget < Shape > # mRefCount # cEmbedded + RefTarget() NonCopyable + RefTarget() + ~RefTarget() + NonCopyable() + SetEmbedded() + NonCopyable() + operator=() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() Shape + cGetTrianglesMinTriangles Requested + Shape() + Shape() + ~Shape() + GetType() + GetSubType() + GetUserData() + SetUserData() + MustBeStatic() + GetCenterOfMass() + GetLocalBounds() and 24 more... # RestoreBinaryState() # sCollidePointUsingRayCast() # sCollideSoftBodyVertices UsingRayCast() \* ShapeToIDMap \* IDToShapeMap \* MaterialToIDMap \* IDToMaterialMap \* SaveBinaryState() \* SaveMaterialState() \* RestoreMaterialState() \* SaveSubShapeState() \* RestoreSubShapeState() \* SaveWithChildren() \* sRestoreFromBinaryState() \* sRestoreWithChildren() DecoratedShape # mInnerShape + DecoratedShape() + DecoratedShape() + DecoratedShape() + GetInnerShape() + MustBeStatic() + GetCenterOfMass() + GetSubShapeIDBitsRecursive() + GetMaterial() + GetSupportingFace() + GetSubShapeUserData() + SaveSubShapeState() + RestoreSubShapeState() + GetStatsRecursive() RotatedTranslatedShape + RotatedTranslatedShape() + RotatedTranslatedShape() + RotatedTranslatedShape()

- + GetRotation()
- + GetPosition()
- + GetCenterOfMass()
- + GetLocalBounds()
- + GetWorldSpaceBounds()
- + GetInnerRadius()+ GetMassProperties()
- and 18 more...
- + sRegister()
  # RestoreBinaryState()