NonCopyable + NonCopyable() + NonCopyable() + operator=() BodyManager + ~BodyManager() + Init() + GetNumBodies() + GetMaxBodies() + GetBodyStats() + AllocateBody() + AllocateSoftBody() + FreeBody() + AddBody() + AddBodyWithCustomID() and 28 more... + GetAllBodiesMutexMask() + GetMutexMask() + LockRead() + UnlockRead() + LockWrite() + UnlockWrite() + slsValidBodyPointer() * GetAllBodiesMutexMask() * GetMutexMask() * LockRead() * UnlockRead() * LockWrite() * UnlockWrite()

BodyLockInterface

#mBodyManager

- + BodyLockInterface()
- + ~BodyLockInterface()
- + GetAllBodiesMutexMask()
- + TryGetBody()
- + LockRead()
- + UnlockRead() + LockWrite()
- + UnlockWrite()
- + GetMutexMask()
- + LockRead()
- + UnlockRead() + LockWrite()
- + UnlockWrite()
- * LockRead()
- * UnlockRead()
- * LockWrite() * UnlockWrite()
- * GetMutexMask()
- * LockRead()
- * UnlockRead()
- * LockWrite()
- * UnlockWrite()

BodyLockInterfaceLocking

- BodyLockInterface()
- LockRead() + UnlockRead() +
- LockWrite()
- UnlockWrite() +
- GetMutexMask() +
- LockRead() +
- UnlockRead() +
- LockWrite() +
- UnlockWrite() +
- * LockRead() * UnlockRead()
- * LockWrite() *
- UnlockWrite()
- GetMutexMask() LockRead()
- * UnlockRead()
- LockWrite() UnlockWrite()