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()

BodyLockInterfaceNoLock

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