```
BodyCreationSettings
+ mPosition
+ mRotation
+ mLinearVelocity
+ mAngularVelocity
+ mUserData
+ mObjectLayer
+ mCollisionGroup
+ mMotionType
+ mAllowedDOFs
+ mAllowDynamicOrKinematic
+ mlsSensor
+ mSensorDetectsStatic
+ mUseManifoldReduction
+ mApplyGyroscopicForce
+ mMotionQuality
+ mAllowSleeping
+ mFriction
  and 8 more...
+ BodyCreationSettings()
+ BodyCreationSettings()
+ BodyCreationSettings()
+ GetShapeSettings()
+ SetShapeSettings()
+ ConvertShapeSettings()
+ GetShape()
+ SetShape()
+ HasMassProperties()
+ GetMassProperties()
+ SaveBinaryState()
+ RestoreBinaryState()
+ SaveWithChildren()
+ sRestoreWithChildren()
 mObjectLayer
* mCollisionGroup
* mMotionType
* mAllowedDOFs
* mAllowDynamicOrKinematic
* mlsSensor
* mSensorDetectsStatic
* mUseManifoldReduction
* mApplyGyroscopicForce
* mMotionQuality
 mAllowSleeping
* mFriction
  and 8 more...
 mOverrideMassProperties
* mInertiaMultiplier
 mMassPropertiesOverride
 mShape
  mShapePtr
```