```
atomic< uint32 >


```

#mRefCount

```
RefTarget< Shape >
# cEmbedded
+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()
```

```
NonCopyable

+ NonCopyable()
+ NonCopyable()
+ operator=()
```

```
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()
```

```
ConvexShape
# sUnitSphereTriangles
+ ConvexShape()
+ ConvexShape()
+ ConvexShape()
+ GetSubShapeIDBitsRecursive()
+ GetMaterial()
+ CastRay()
+ CastRay()
+ CollidePoint()
+ GetTrianglesStart()
+ GetTrianglesNext()
  and 9 more...
+ sRegister()
# RestoreBinaryState()
```

```
TriangleShape

+ TriangleShape()
+ TriangleShape()
+ TriangleShape()
+ GetConvexRadius()
+ GetLocalBounds()
+ GetWorldSpaceBounds()
+ GetInnerRadius()
+ GetMassProperties()
+ GetSurfaceNormal()
+ GetSupportingFace()
  and 15 more...
+ sRegister()
# RestoreBinaryState()
```