## NonCopyable + NonCopyable() + NonCopyable() + operator=() Body + sFixedToWorld + clnactiveIndex + Body() $+ \sim Body()$ + GetID() + GetBodyType() + IsRigidBody() + IsSoftBody() + IsActive() + IsStatic()

+ IsKinematic()
+ IsDynamic()
and 65 more...
\* AddPositionStep()
\* SubPositionStep()
\* AddRotationStep()
\* SubRotationStep()

Internal()

and 6 more...

\* SetInBroadPhaseInternal()

InvalidateContactCacheInternal()
ValidateContactCacheInternal()
CalculateWorldSpaceBounds

\* SetPositionAndRotationInternal()\* UpdateCenterOfMassInternal()