NonCopyable

- + NonCopyable()
- + NonCopyable()
- + operator=()

Body

+ clnactiveIndex

- + Body()
- + ~Body()
- + GetID()
- + GetBodyType()
- + IsRigidBody()
- + IsSoftBody()
- + IsActive()
- + IsStatic()
- + IsKinematic()
- + IsDynamic() and 65 more...
- * AddPositionStep()
- * SubPositionStep()
- * AddRotationStep()
- * SubRotationStep()
- * SetInBroadPhaseInternal()
- * InvalidateContactCacheInternal()
- * ValidateContactCacheInternal()
- * CalculateWorldSpaceBounds Internal()
- * SetPositionAndRotationInternal()
- * UpdateCenterOfMassInternal() and 6 more...

+sFixedToWorld