```
NonCopyable
      + NonCopyable()
      + NonCopyable()
      + operator=()
        BodyInterface
+ Init()
+ CreateBody()
+ CreateSoftBody()
+ CreateBodyWithID()
+ CreateSoftBodyWithID()
+ CreateBodyWithoutID()
+ CreateSoftBodyWithoutID()
+ DestroyBodyWithoutID()
+ AssignBodyID()
+ AssignBodyID()
  and 28 more...
+ AddBodiesPrepare()
+ AddBodiesFinalize()
+ AddBodiesAbort()
+ RemoveBodies()
+ ActivateBody()
+ ActivateBodies()
+ ActivateBodiesInAABox()
+ DeactivateBody()
+ DeactivateBodies()
+ IsActive()
+ GetShape()
+ SetShape()
+ NotifyShapeChanged()
+ SetObjectLayer()
+ GetObjectLayer()
+ SetPositionAndRotation()
+ SetPositionAndRotationWhen
  Changed()
+ GetPositionAndRotation()
+ SetPosition()
+ GetPosition()
+ GetCenterOfMassPosition()
+ SetRotation()
+ GetRotation()
+ GetWorldTransform()
+ GetCenterOfMassTransform()
+ AddForce()
+ AddForce()
+ AddTorque()
+ AddForceAndTorque()
+ AddImpulse()
+ AddImpulse()
+ AddAngularImpulse()
+ GetBodyType()
+ SetMotionType()
+ GetMotionType()
+ SetMotionQuality()
+ GetMotionQuality()
+ SetRestitution()
+ GetRestitution()
+ SetFriction()
+ GetFriction()
+ SetGravityFactor()
+ GetGravityFactor()
+ SetUseManifoldReduction()
+ GetUseManifoldReduction()
* AddBodiesPrepare()
* AddBodiesFinalize()
* AddBodiesAbort()
* RemoveBodies()
* ActivateBody()
* ActivateBodies()
* ActivateBodiesInAABox()
* DeactivateBody()
DeactivateBodies()
* IsActive()
* GetShape()
* SetShape()
* NotifyShapeChanged()
* SetObjectLayer()
* GetObjectLayer()
* SetPositionAndRotation()
  SetPositionAndRotationWhen
  Changed()
* GetPositionAndRotation()
* SetPosition()
* GetPosition()
* GetCenterOfMassPosition()
* SetRotation()
* GetRotation()
* GetWorldTransform()
* GetCenterOfMassTransform()
* AddForce()
* AddForce()
* AddTorque()
* AddForceAndTorque()
* AddImpulse()
* AddImpulse()
* AddAngularImpulse()
* GetBodyType()
* SetMotionType()
* GetMotionType()
```

* SetMotionQuality()
* GetMotionQuality()
* SetRestitution()
* GetRestitution()
* SetFriction()
* GetFriction()

* SetGravityFactor()* GetGravityFactor()

SetUseManifoldReduction() GetUseManifoldReduction()