

RefTarget< Shape >
mRefCount
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()

MeshShape
+ MeshShape() + MeshShape() + MustBeStatic() + GetLocalBounds() + GetSubShapeIDBitsRecursive() + GetInnerRadius() + GetMassProperties() + GetMaterial() + GetMaterialList() + GetMaterialIndex() and 14 more... + sRegister() # RestoreBinaryState()

