RefTarget < Shape > # mRefCount # cEmbedded + RefTarget() NonCopyable + RefTarget() + ~RefTarget() + NonCopyable() + SetEmbedded() + NonCopyable() + operator=() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() 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() SphereShape + SphereShape() + SphereShape() + SphereShape() + GetRadius() + GetLocalBounds() + GetWorldSpaceBounds() + GetInnerRadius() + GetMassProperties() + GetSurfaceNormal() + GetSupportingFace()

and 15 more...

RestoreBinaryState()

+ sRegister()