

+ SphereShape()

- + SphereShape()
- + SphereShape()
- + GetRadius()
- + GetLocalBounds()
- + GetWorldSpaceBounds()
- + GetInnerRadius()
- + GetMassProperties() + GetSurfaceNormal() + GetSupportingFace()
- and 15 more...
- + sRegister() # RestoreBinaryState()