

RefConst< Shape >
<ul style="list-style-type: none"> <li>+ RefConst()</li> <li>+ RefConst()</li> <li>+ RefConst()</li> <li>+ RefConst()</li> <li>+ RefConst()</li> <li>+ RefConst()</li> <li>+ ~RefConst()</li> <li>+ operator=()</li> <li>+ operator=()</li> <li>+ operator=()</li> <li>and 13 more...</li> </ul>

Float3
<ul style="list-style-type: none"> <li>+ x</li> <li>+ y</li> <li>+ z</li> </ul>
<ul style="list-style-type: none"> <li>+ Float3()</li> <li>+ Float3()</li> <li>+ operator=()</li> <li>+ Float3()</li> <li>+ operator[]()</li> <li>+ operator==(())</li> <li>+ operator!=(())</li> </ul>

CompoundShape::SubShape
<ul style="list-style-type: none"> <li>+ mUserData</li> <li>+ mIsRotationIdentity</li> </ul>
<ul style="list-style-type: none"> <li>+ FromSettings()</li> <li>+ SetTransform()</li> <li>+ GetLocalTransformNoScale()</li> <li>+ IsValidScale()</li> <li>+ TransformScale()</li> <li>+ SetPositionCOM()</li> <li>+ GetPositionCOM()</li> <li>+ SetRotation()</li> <li>+ GetRotation()</li> </ul>

+mShape

+mPositionCOM  
+mRotation