NonCopyable + NonCopyable() + NonCopyable() + operator=() BodyLockInterface # mBodyManager + BodyLockInterface() + ~BodyLockInterface() + GetAllBodiesMutexMask() + TryGetBody() + LockRead() + UnlockRead() + LockWrite() + UnlockWrite() + GetMutexMask() + LockRead() + UnlockRead() + LockWrite() + UnlockWrite() * LockRead() * UnlockRead() * LockWrite() * UnlockWrite() * GetMutexMask() * LockRead() * UnlockRead()

BodyLockInterfaceLocking

* LockWrite()* UnlockWrite()

- + BodyLockInterface()
- + LockRead()
- + UnlockRead()

+ UnlockWrite()

- + LockWrite()
- + GetMutexMask()
- + LockRead()
- + UnlockRead()
- + LockWrite()
- + UnlockWrite()
- * LockRead()
- * UnlockRead()
- * LockWrite()* UnlockWrite()
- * GetMutexMask()
- * LockRead()
- * UnlockRead()
- * LockWrite()
- * UnlockWrite()

BodyLockInterfaceNoLock

- + BodyLockInterface()
- + LockRead()
- + UnlockRead()
- + LockWrite()
- + UnlockWrite()
- + GetMutexMask()
- + UnlockRead()

+ LockRead()

- + LockWrite()
 - UnlockWrite()LockRead()
- * UnlockRead()
- * LockWrite()
- * UnlockWrite()
- * GetMutexMask()* LockRead()
- * UnlockRead()
- * LockWrite()
- * UnlockWrite()