

MeshShape

\* sRestoreFromBinaryState()\* sRestoreWithChildren()

\* SaveWithChildren()

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