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() CylinderShape + CylinderShape() + CylinderShape() + SphereShape() + CylinderShape() + GetHalfHeight() + GetRadius() + GetRadius() + GetLocalBounds() + GetInnerRadius() + GetMassProperties()

+ BoxShape()

BoxShape

- + BoxShape() + BoxShape()
- + GetHalfExtent()
- + GetLocalBounds()
- + GetInnerRadius()
- + GetMassProperties()
- + GetSurfaceNormal()
- + GetSupportingFace()
- + GetSupportFunction()
- and 10 more...
- + sRegister()
- # RestoreBinaryState()

CapsuleShape

- + CapsuleShape()
- + CapsuleShape()
- + CapsuleShape()
- + GetRadius()
- + GetHalfHeightOfCylinder()
- + GetLocalBounds()
- + GetWorldSpaceBounds()
- + GetInnerRadius()
- + GetMassProperties()
- + GetSurfaceNormal() and 16 more...
- + sRegister()
- # RestoreBinaryState()

ConvexHullShape

- + cMaxPointsInHull
- + ConvexHullShape()
- + ConvexHullShape()
- + GetCenterOfMass()
- + GetLocalBounds()
- + GetInnerRadius()
- + GetMassProperties()
- + GetSurfaceNormal()
- + GetSupportingFace()
- + GetSupportFunction()
- + GetSubmergedVolume() and 16 more...
- + sRegister()
- # RestoreBinaryState()
- + GetSurfaceNormal()
- + GetSupportingFace() and 14 more...
- + sRegister()
- # RestoreBinaryState()

SphereShape

- + SphereShape()

- + SphereShape()

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

TaperedCapsuleShape

- + TaperedCapsuleShape()
- + TaperedCapsuleShape()
- + GetCenterOfMass()
- + GetLocalBounds()
- + GetWorldSpaceBounds()
- + GetInnerRadius()
- + GetMassProperties()
- + GetSurfaceNormal()
- + GetSupportingFace()
- + GetSupportFunction() and 8 more...
- + sRegister()
- # RestoreBinaryState()

TriangleShape

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