RefTarget< Shape >

mRefCount
cEmbedded

+ RefTarget()
+ RefTarget()
+ ~RefTarget()
+ SetEmbedded()
+ operator=()
+ GetRefCount()
+ AddRef()
+ Release()
+ sInternalGetRefCountOffset()

NonCopyable

+ NonCopyable()
+ NonCopyable()
+ operator=()

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()

CompoundShape

mCenterOfMass
mLocalBounds
mSubShapes
mInnerRadius

+ CompoundShape()
+ CompoundShape()
+ GetCenterOfMass()
+ MustBeStatic()
+ GetLocalBounds()
+ GetSubShapeIDBitsRecursive()
+ GetWorldSpaceBounds()
+ GetInnerRadius()
+ GetMassProperties()
+ GetMaterial()
  and 27 more...
+ sRegister()
# RestoreBinaryState()
# GetSubShapeIDBits()
# CalculateInnerRadius()

StaticCompoundShape

+ StaticCompoundShape()
+ StaticCompoundShape()
+ CastRay()
+ CastRay()
+ CollidePoint()
+ CollectTransformedShapes()
+ GetIntersectingSubShapes()
+ GetIntersectingSubShapes()
+ SaveBinaryState()
+ GetStats()
+ sRegister()
# RestoreBinaryState()