BodyID

+ cInvalidBodyID
+ cBroadPhaseBit
+ cMaxBodyIndex
+ cMaxSequenceNumber

+ BodyID()
+ BodyID()
+ BodyID()
+ GetIndex()
+ GetSequenceNumber()
+ GetIndexAndSequenceNumber()
+ IsInvalid()
+ operator==()
+ operator!=()
+ operator<()
+ operator>()

NonCopyable

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

+mBodyID2

ShapeFilter

+ ~ShapeFilter()
+ ShouldCollide()
+ ShouldCollide()