## RefTarget < VehicleCollision Tester > # mRefCount # cEmbedded + RefTarget() NonCopyable + RefTarget() + ~RefTarget() + NonCopyable() + SetEmbedded() + NonCopyable() + operator=() + operator=() + GetRefCount() + AddRef() + Release() + sInternalGetRefCountOffset() VehicleCollisionTester # mBroadPhaseLayerFilter # mObjectLayerFilter # mBodyFilter # mObjectLayer + VehicleCollisionTester() + VehicleCollisionTester() + ~VehicleCollisionTester() + GetObjectLayer() + SetObjectLayer() + SetBroadPhaseLayerFilter() + GetBroadPhaseLayerFilter() + SetObjectLayerFilter() + GetObjectLayerFilter() + SetBodyFilter() + GetBodyFilter() + Collide() + PredictContactProperties() VehicleCollisionTesterCast Cylinder + VehicleCollisionTesterCast Cylinder() + Collide()

+ PredictContactProperties()