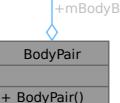
BodyID + clnvalidBodyID + cBroadPhaseBit + cMaxBodyIndex + cMaxSequenceNumber + BodyID() + BodyID() + BodyID() + GetIndex() + GetSequenceNumber() + GetIndexAndSequenceNumber() + IsInvalid() + operator==() + operator!=() + operator<() + operator>()



+mBodyA

+ BodyPair() + operator==() + operator<()

+ GetHash()