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()

DecoratedShape

* sRestoreWithChildren()

mInnerShape

- + DecoratedShape()
- + DecoratedShape()
- + DecoratedShape()
- + GetInnerShape()
- + MustBeStatic()
- + GetCenterOfMass()
- + GetSubShapeIDBitsRecursive()
- + GetMaterial()
- + GetSupportingFace()
- + GetSubShapeUserData()
- + SaveSubShapeState()
- + RestoreSubShapeState()
- + GetStatsRecursive()

OffsetCenterOfMassShape

- + OffsetCenterOfMassShape()
- + OffsetCenterOfMassShape()
- + OffsetCenterOfMassShape()
- + GetOffset()
- + GetCenterOfMass()
- + GetLocalBounds()
- + GetWorldSpaceBounds()
- + GetInnerRadius()
- + GetMassProperties()
- + GetSubShapeTransformedShape() and 17 more...
- + sRegister()
- # RestoreBinaryState()

Rotated Translated Shape

- + RotatedTranslatedShape()
- + RotatedTranslatedShape()
- + RotatedTranslatedShape()
- + GetRotation()
- + GetPosition()
- + GetCenterOfMass()
- + GetLocalBounds()
- + GetWorldSpaceBounds()
- + GetInnerRadius()
- + GetMassProperties() and 18 more...
- + sRegister()
- # RestoreBinaryState()

ScaledShape

- + ScaledShape()
- + ScaledShape()
- + ScaledShape()
- + GetScale()
- + GetCenterOfMass()
- + GetLocalBounds()
- + GetWorldSpaceBounds()
- + GetInnerRadius()
- + GetMassProperties()
- + GetSubShapeTransformedShape() and 17 more...
- + sRegister()
- # RestoreBinaryState()