NonCopyable

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

BodyManager

+ ~BodyManager()
+ Init()
+ GetNumBodies()
+ GetMaxBodies()
+ GetBodyStats()
+ AllocateBody()
+ AllocateSoftBody()
+ FreeBody()
+ AddBody()
+ AddBodyWithCustomID()
and 28 more...
+ GetAllBodiesMutexMask()
+ GetMutexMask()
+ LockRead()
+ UnlockRead()
+ LockWrite()
+ UnlockWrite()
+ sIsValidBodyPointer()
* GetAllBodiesMutexMask()
* GetMutexMask()
* LockRead()
* UnlockRead()
* LockWrite()
* UnlockWrite()