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() * sRestoreWithChildren() DecoratedShape # mInnerShape + DecoratedShape() + DecoratedShape() + DecoratedShape() + GetInnerShape() + MustBeStatic() + GetCenterOfMass() + GetSubShapeIDBitsRecursive() + GetMaterial() + GetSupportingFace() + GetSubShapeUserData() + SaveSubShapeState() + RestoreSubShapeState() + GetStatsRecursive() ScaledShape + ScaledShape() + ScaledShape() + ScaledShape() + GetScale() + GetCenterOfMass()

+ GetLocalBounds()

+ GetInnerRadius()+ GetMassProperties()

and 17 more...

RestoreBinaryState()

+ sRegister()

+ GetWorldSpaceBounds()

+ GetSubShapeTransformedShape()